

Introduction

Zero Day is a Cybergrit dual-world extraction-craft co-operative/multiplayer shooter game for PC (Mac, Linux, Windows,) and Console (Xbox Series X|S, PlayStation 5.) Taking place in the same universe as *Dystopia*, *Zero Day* builds on many of the same mechanics and themes. Mechanic similarities include loadout customization, team-based objectives, and cyberspace. Themes include out-of-body experiences, revolution against inequality, and corporate control. *Dystopia*, a *Half-Life 2* modification, was originally authored and released by Team Dystopia in 2005, and has been maintained and developed by Puny Human since 2007.

Pitchline

Zero Day is a **Cybergrit dual-world extraction-craft shooter**.

Summary

Zero Day is a game centered around liberating city Districts through interaction in a digital, dual-world called Cyberspace. No matter the game mode, players liberate Districts each time they play while looting Material used to craft, upkeep, and upgrade their loadout. In *Zero Day*, the player takes the role of a Delta Wave freedom fighter, tasked with liberating the districts of DMT Arcology 12, a Quetzku owned arcology, by increasing Dissent beyond corporate control.

Title Etymology

The name “Zero Day” references a [+zero-day vulnerability+](#), which is something “unknown to those who would be interested in mitigating” it, and until it is mitigated “hackers can exploit it to adversely affect computer programs, data, additional computers or a network.” An exploit directed at a zero-day vulnerability is called a zero-day exploit, or a zero-day attack. Within the game universe, a zero day attack has taken place on a region of corporate-owned cities, plunging their inhabitants into chaos. This hack has given Delta Wave access to military-grade gear, putting them in position to launch a rebellion.

Genre

Tied to several popular video game genres, *Zero Day* is best described as a **dual-world extraction-craft shooter**. *Zero Day* uses mechanics from extraction games, survival games, first-person looter shooters, and roguelikes to create a unique experience based on loops players are familiar with, creating a low barrier of entry and quick learning curve.

Dual-world is born from *Zero Day*’s biggest selling point - Cyberspace, a digital world players inhabit through use of their Cyberdeck that allows them to execute Programs which change enemy behavior and the environment. This digital space acts as another layer on top of the physical world that contains more information and unique gameplay; exponentially increasing gameplay depth.

Extraction-craft is a newly coined term based on extraction shooters, where players enter a session with the hopes of surviving and leaving with Loot, and survival-craft, games where players gather materials to make tools to help them survive an unforgiving environment with limited resources. In *Zero Day*, these elements come together in the Bunker, a space where players can craft and improve their Gear between sessions using the materials they gathered and stored. Thus **extraction-craft** is born!

Zero Day can be played solo or cooperatively! PvP multiplayer is also being heavily considered.

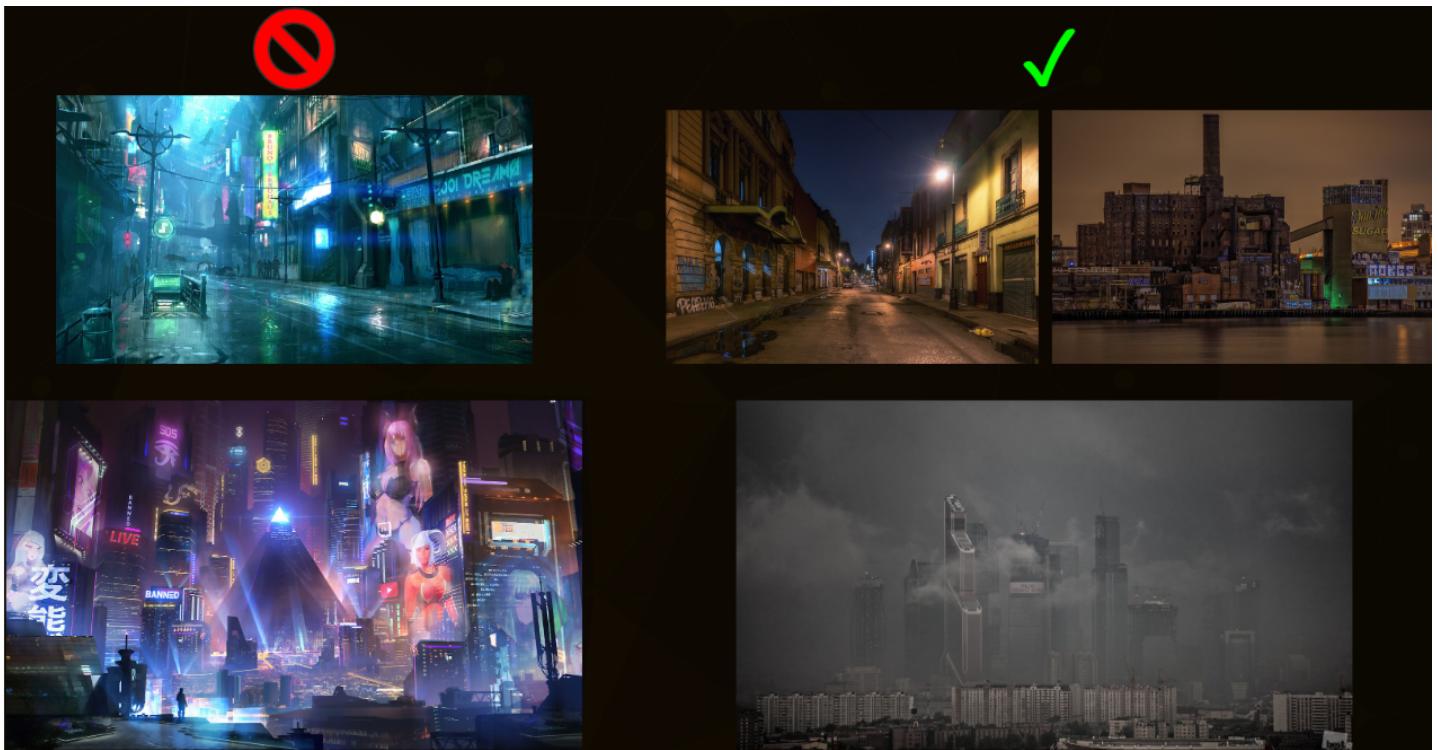
Theme

Zero Day immerses the player into a universe of oppressive corporations and social disparity. Corporate power is at a zenith; they own everything. Though, technology is a double-edged sword, and after a global zero day attack is launched against mega-corporations networks worldwide, empowering Delta Wave rebels, corporate Cyberspace is vulnerable.

Liberate the subjects of DMT Arcology 12 and strike a blow to the oppressive, international conglomerate, Quetzku.

Visual Style

Using a new term ‘Cybergrit,’ the visual style of *Zero Day* can best be described as a grittier, darker version of cyberpunk as seen in *Dystopia*. Crowded western architecture, neon lights, puddles, and kanji are traded for brutalist Soviet-bloc architecture, halogen lamps, grime, and stenciled decals.



Inspirations

Extraction

- Deep Rock Galactic
- Hunt: Showdown
- Warframe
- Escape from Tarkov

Roguelike

- Risk of Rain
- Returnal

Looter-shooters

- Apex Legends
- Destiny

Survival-craft

- V Rising
- Valheim
- Rust
- The Division

Design Overview

This page covers *Zero Day*'s major mechanics, features, and its gameplay loop.

Note: This page is a brief overview, many of the concepts discussed here have dedicated, in-depth pages. These pages can be found in the sidebar.

Pillars

Our pillars are the concepts that ground *Zero Day* and guide its development and feature set. These pillars also create creative direction for future discussion, unifying conversations on something objective.

Core Synopsis

YOU ARE A REBEL USING CYBERSPACE TO DISSENT CORPORATE CONTROL

Thematic (Aesthetic) Pillars

The Aesthetic Pillars define *Zero Day*'s theme. The themes, in turn, influence all other aspects of design by tying them to the core.

- **Out-of-Body:** Separating the mind from one's body.
 - Players can move and interact with the world while leaving their physical body behind.
 - Players can control entities that are not their own body.
 - Players can inhabit multiple different bodies over a short period of time.
 - Body death is not self death.
 - Few people in the world inhabit a physical body.
- **Revolution:** A small force striking against an existing super power.
 - Fighting Quetzku is challenging and feels hopeless.
 - Quetzku is able to continuously replace and recover.
 - Players have limited resources and must resort to strategy and wit.
 - Players are part of a small group fighting hundreds of enemies.

Note: 'Corporations always win' is a theme worth consideration.

Gameplay Pillars

The primary gameplay elements, based on the thematic pillars above that form a foundation which supports all feature sets.

Out-of-Body

- **Cyberspace:** Two gameplay layers which influence each other - the interplay of these spaces.

Revolution

- **Contracts/Missions:** Semi-random objectives that form a framework for gameplay experiences.
- **Shooting:** Familiar power fantasy gameplay.
- **Crafting:** Player progression and expression through choice.

Design Goals

These are a few goals we hope to hit with our game loop.

The goals seek to solve issues that are common in other games of similar types and will set *Zero Day* above the competition.

- **Unique death mechanic:** Make death interesting but still punishing.
 - Death usually requires players to do everything again or has them wait, without gameplay, for an extended period of time.
 - We want to avoid long periods where the player has no gameplay.
 - We want to avoid making the player replay the same sections of the game repeatedly.
 - Death almost never feels good.
 - We want death to add a layer of complexity to the experience, not frustrate our players.

- Death should always feel deserved.
- Death breaks player immersion.
 - Gameplay after death keeps players engaged with the game, instead of giving them a reason to walk away.
- **Meaningful navigation:** Traversal is never eventless walking from one point to another.
 - Frequently traversing large distances between set pieces is boring and even frustrating.
 - We should ensure that players have plenty to do when moving between major gameplay elements
 - It is disappointing to travel somewhere to find nothing worth your time.
 - Every nook and cranny of the world should contain something for the player.
 - Players should always feel rewarded for effort, even very small rewards for very small efforts.
- **Player freedom:** Players can express themselves through flexible systems.
 - Traditional classes limit player expression.
 - We want to allow for a flexible range of playstyles.
 - Players should be encouraged to frequently change their playstyle based on the situations at hand.
 - Players should desire experimentation and change.
 - A restricted pool of abilities, weapons, and upgrades restrict gameplay opportunities.
 - We want to avoid linear upgrade trees that don't create meaningful decisions for the players.
 - We don't want players to feel boxed in by their gameplay style.
 - Single layer games offer one dominant meta.
 - We want to create two distinct experiences that appeal to two different types of players.
- **Short and satisfying game loop:** keep players engaged the entire time they play.
 - Game progression can often feel grindy, leading players to feel their time is wasted.
 - Players should often feel the result of their work and receive frequent rewards.
 - Long game loops can lead to players feeling detached from the experience.
 - We can keep players focused on the task at hand by keeping each step within player attention span,
 - This ties in closely to meaningful navigation too.
- **Simple inventory management:** allow players to focus on gameplay.
 - Managing a large inventory full of items is overwhelming.
 - We want a simple inventory that is informative and straightforward.

Story Synopsis

18 years have passed since the events of *Dystopia*, when a series of highly coordinated attacks took place on a global scale. Targeting large mega-corporations, these attacks were executed by para-military freedom fighting groups and terrorist organizations around the world. Governments everywhere were pressured by corporations to begin widespread land sales of sovereign territory to large conglomerates. While this had the added benefit of providing a sorely needed cash influx to nations willing to transact, it also ensured that these corporations would have complete and total dominance over their newly owned territories and their laws.

One such land sale took place by the former government of the United States, to the mega-corporation Quetzku, owners of the large data security systems company, DataTrust. In the span of only two months, a mega-city sized arcology was mechanically 3D printed. Quetzku lured expatriates of nearby nations high-paying employment with lucrative benefits and compensation, all in exchange for the sale of their physical bodies and complete digital consciousness storage within the fully-digital landscape of Quetzku's servers.

Living in a world rife with crime, pollution, income inequality, and in the midst of a climate disaster causing disease and starvation, this appeared to be an advantageous offer to many. Little did those inhabitants know, they would be signing away all personal freedoms and liberties, and enlisting themselves into an eternity of servitude and oppression.

Now, in 2087, on the cusp of fully automated cities controlled by corporate developed artificial intelligences, a mysterious and enigmatic operative reaches out. You're told of a plan to destabilize corporate control in DMT Arcology 12 and grow dissent among its inhabitants. Will you aid in this plan, to free those see trapped in a dual-world dystopia?

The Zero Day Event

The event for which the game takes its name occurred shortly before the game begins. During this event, an update to the [Braincase](#) firmware created a data leak. This leak provided numerous people, previously confined to [Cyberspace](#) alone, access to [Meatsacks](#) and living quarters generally intended for only elites. With this, [Delta Wave](#) is given the ability to do real, physical damage to the Arcology.

Game Loop Synopsis

The Gameplay of *Zero Day* predominantly relies on the entertainment value of experiencing progression.

This personal progression is experienced through the following game loop:

1. Create Loadout in the Bunker and begin a Mission.

2. Recycle [Junk](#) and find [Loot](#).
3. Combat enemies with various [Gear](#) and Cyberspace [Programs](#).
4. Complete objectives: [Contracts](#), [Magistrates](#), Gear Drops, and [Vandalisms](#).
5. Scout and support your team in [Cyberspace](#).
 - Present in all steps of the loop.
6. Extract to the [Bunker](#) with Loot, [Influence](#), and a [Datashard](#).
7. Use Loot to print and upgrade Gear.
 - Influence unlocks new Gear Types.
8. Preparing for another Mission.

Each step is a small loop in its own right to support the **short and satisfying game loop** goal.

- In this context, a loop is a series of actions that ends with a reward - Loot or Influence - for the player.

Through personal player progression, and completing Contracts, the player gains a feeling of geographic control and personal power. Each action of the loop builds toward the next, progressing toward ever-growing challenges and increasing the scope of the player's goals.

Player Goals

When the player progresses through *Zero Day* they will keep mental track of their goals. These are broken into short, mid, and long-term goals. Below is a non-comprehensive example of a player's goals while playing *Zero Day*.

- **Short Term** - Within the next 30 seconds.
 - Defeat current enemy group.
 - Recycle Junk.
 - Locate/complete next step in the Contract.
- **Mid Term** - Within the next 30 minutes.
 - Retrieve a Datashard / Complete the Contract.
 - Return to the Bunker.
 - Improve Loadout.
- **Long Term** - End game.
 - Complete the boss Mission.
 - Gather enough Datashards to make an attempt.
 - Gain access to late-game Gear.

Pre-Mission and the Bunker

This segment of the loop is abstracted from the greater game world, taking place in the player's Bunker.

The Bunker provides the player with a safe environment where they can form Teams, Print Gear, upgrade Gear, load their [Container](#), and discuss strategy.

- Form Teams
 - Players can invite their friends to play and this forms a Team.
 - Teammates are loaded into the host player's Safehouse.
- Print/Upgrade Gear
- Players use Appliances to edit their Loadout.
 - This supports our **crafting** pillar.
- Load the Container
 - Players choose what Gear they want in the Mission.
 - This supports our **player freedom** goal.
 - This supports our **simple inventory management** goal.
- Select a Mission and Discuss strategy
 - The host player opens the Mission Select screen, and chooses a Mission.
 - This supports our **player freedom** goal.
 - Players can discuss what Gear and strategies they want to use.
 - This promotes teamwork.
 - Players only get one Container, so communication is key.

We need to solidify if strategy and teamwork are a pillar/goal.

Printing and Upgrading

Players use collected Materials to Print (craft) new Gear.

When in the Bunker, the player has access to all types of Appliances, allowing them to Print and Upgrade Gear. The Container has limited Printing capability. Gear includes anything the player uses during gameplay such as: Consumables, Meatsacks, Upgrades, and Weapons.

- Consumables: One time use items that grant temporary advantage.
- Meatsacks: The physical body the player's Ghost inhabits to interact with the physical world.
- Upgrades: Gear that improves upon preexisting Gear.
 - Alters Cyberpawn, Meatsack, and Weapon performance.
 - This includes Augments, Drivers, and Programs.
- Weapons: Gear used to deal damage in the physical world.
- This supports our **crafting** pillar and **player freedom** goal. Since it ties closely to [Recycling](#), it supports those goals too.

As the player completes Missions and gains Influence, new Gear becomes available. New Gear can be more powerful, efficient, versatile, or interesting to use than early-game Gear, so players are encouraged to change their Loadout often.

- Frequently unlocking new Gear supports our **short and satisfying game loop** goal.
- It keeps the game from getting stale over a period of time.
- It improves the loot loop and player sense of progression.
- It gives the player more freedom once they've learned the ropes.
- It gives players the opportunity to make meaningful decisions about their playstyle and Loadout.
- It supports our **revolution** theme through creating a sense of scrappiness.

The Container

The Container is effectively a mini Bunker, another Safehouse.

It stores the players' Gear when it is not in their Loadout. It allows players to strategize around what Gear they want to use as situations in the Missions unfold. It also serves as a short respite for players, allowing them to store Gear and Materials for later use.

- This quick and easy storage supports our **simple inventory management** goal.
- Storage is highly limited, which creates gameplay tension and allows for a Mission fail state.
 - When players run out of Meatsacks or other Gear, the Mission fails.

Everything transferred from the Bunker to the Container is transported into the level when a Mission begins. Everything stored within the Container, is transported back to the Bunker when a Mission ends.

- This acts like a soft save for Gear, so players never lose everything even when they fail a Mission. This supports our **short and satisfying game loop** goal by ensuring an incomplete loop still bears rewards.

An Appliance within the Container, the Meat Locker, allows players to respawn after death by choosing a new Meatsack.

- This supports our **unique death mechanic** goal.
 - After death, a player may choose to respawn immediately or carry on through Cyberspace.
- Players use the Gear stored in the Container to prepare for reentering Missions.

The Container can be moved within the level, even after a Mission begins.

- Each Mission has several possible locations for the Container the player may select from.
- This supports our **short and satisfying game loop** by keeping Loot and Material storage nearby.
- This also supports our **meaningful navigation** goal by mitigating player backtracking to store Loot or respawn.

Missions

Missions are a preset level with semi-randomized elements to increase replayability.

- Missions support our **Contracts/Missions** pillar.

Missions use Contracts to tell the players a story and present them with unique challenges. Missions come in 2 varieties: Dissent Missions and boss Missions.

- Each Mission features a different story, level, and Contract.
- Dissent Mission
 - The primary goal of a Dissent mission is to gain a Datashard.
 - This is done through completing Contracts and, in turn, raising Dissent.

- Dissent is tied to Contract completion and player activity.
- Boss Mission
 - The primary goal of a boss Mission is to destroy a powerful Quetzuku adversary.
 - Boss Missions are extremely challenging.
 - Players may need to make multiple attempts to complete a boss mission.
 - To play a boss Mission, each player in the Team needs 5 Datasards.
 - Boss Missions offer large, unique rewards.



Mission Start

When the Mission begins, the players spawn in Cyberspace, having been Ghostcast into the level.

First, players will have to find the Container. Upon finding it, they will select their starting Consumables, Meatsacks, and Weapons then start the Contract.

- Players are encouraged to explore in relative safety before beginning the mission in earnest.
 - Players can choose a pace for themselves: race for the Container, or form a plan based on their observations of the level.
- This introduction to the game supports our **out-of-body** theme, as though Cyberspace is the default state of their being, not Meatspace.

While the Missions are set, the Container location is randomized. Players will learn the levels over time, creating a simple but effective sense of progression.

Once prepared, players begin to raise Dissent.

Dissent

Every Mission has a numerical value associated with it, called Dissent.

- This value is not shown to the player, but is represented through an icon in their HUD.

Dissent is a representation of how much damage the players have inflicted on Quetzuku's reputation in that level.

There are a variety of ways for players to raise Dissent:

- Complete the Contracts and eliminate the Magistrate.
- Eliminate patrolling AI.
- Steal valuable corporate-owned Loot.
- Perform Vandalisms.

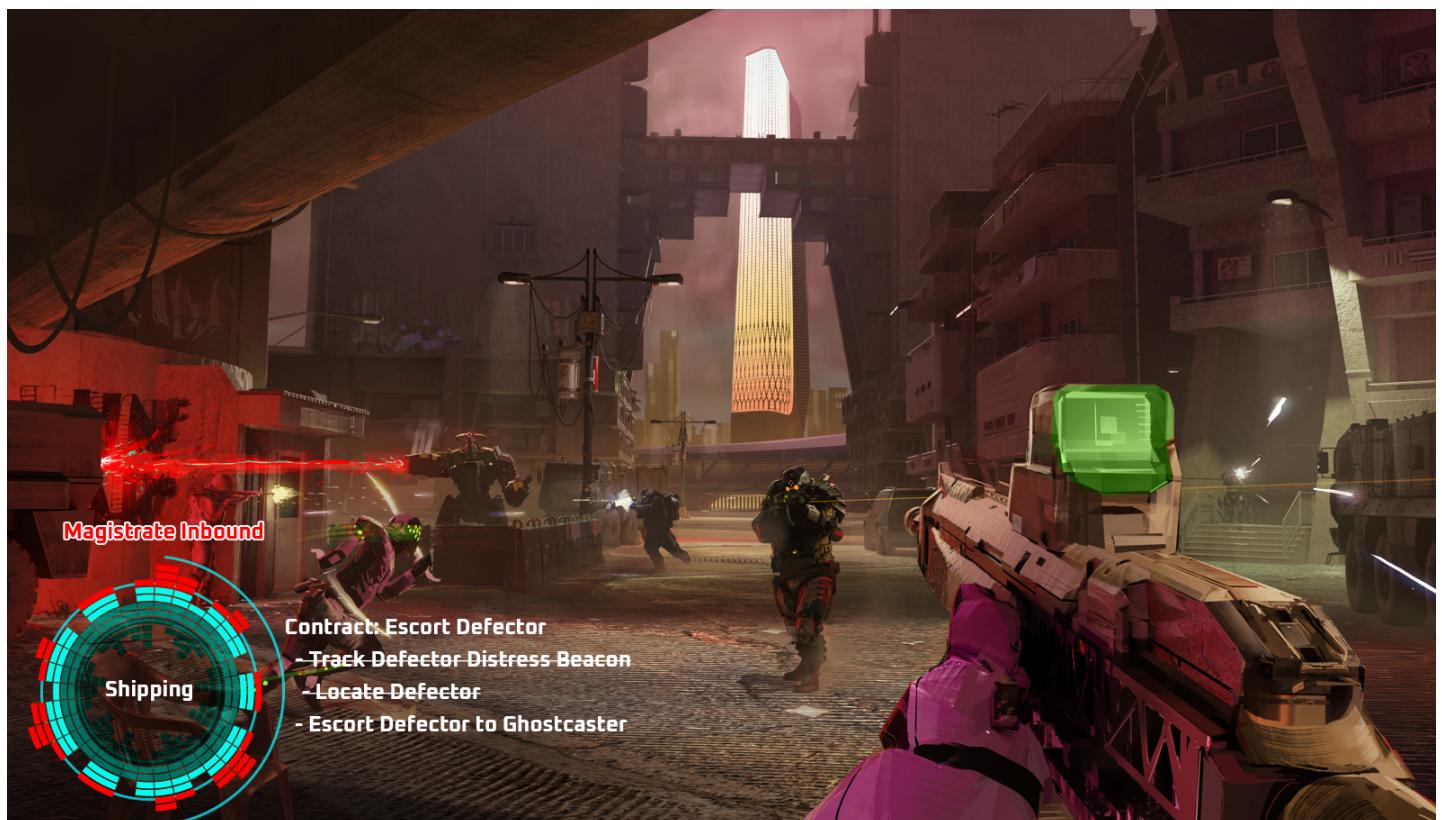
As Dissent increases, the players get more gameplay opportunities, are rewarded, and become a step closer to a Datasard. Raising Dissent will:

- Unlock new Container Docks.
- Unlock Ghostcasters and Jack-In-Points.
- Offer players new Contracts.
- Spawn a Magistrate/Incursion.
 - Magistrates are required to obtain a Datashard.
- Unlock the Mission exit.

Dissent will slowly decrease over time, encouraging the players to make constant forward momentum and take risks. Raising Dissent is not a matter of completing all the things, but flowing through gameplay naturally and quickly.

- Dissent lowers until the Contract is completed, then it locks in.

When the player exits a Mission on either a success or a failure, their Dissent will be converted into Influence. Influence increases Ranks and Ranks grant the player access to new Gear.



Magistrates

Magistrates are cunning and deeply lethal enemies within each Mission; think of them as a Mission Boss.

Magistrate abilities should reflect the level and vice versa.

There is only one Magistrate per Mission. When they spawn, they begin to hunt the players down.

Magistrates come in a variety of shapes, sizes, weapons, and abilities so each one will present a unique challenge to the players.

- Magistrates carry high-end Gear the players can use.
- Players will have to strategize around each Magistrate.

When defeated, the Magistrate drops a Datashard, the item players most desire from the Mission and the item that allows them to extract in Meatspace.

Magistrates spawn into the level when the Mission reaches a certain level of Dissent.

- Players must raise Dissent through other activities such as Contracts and Vandalisms to get the Magistrate's attention.

Contracts

Contracts are a series of tasks which, upon completion, grant a large amount of Dissent.

Contracts are semi-randomized, with each Mission having several different possible Contracts to increase replayability.

- Each potential Contract will be hand-crafted to guarantee quality.
- This supports our **Contract/Mission** pillar.

Contracts are another way to instill story into *Zero Day*. Each one presents a unique hardship or downfall of the Arcology players have the power to reverse.

- This raises Dissent, as Quetzuku does not want a change in the status quo.
- Completing Contracts supports our **short and satisfying game loop** goal.

Contracts always require both Meatspace and Cyberspace actions. They also often involve combat, and the activities focus on attacks against Quetzuku.

- This supports our **shooting** and **cyberspace** pillars.
- This supports our **revolution** theme.

The function of Contracts and Magistrates in the case of possible multiplayer modes is yet to be discussed in detail.

End Condition

Should all players die and have no Meatsacks left in the Meatlocker, the players have lost. The players will need to start a new Mission. This rule applies for all game modes. Players can extract from the Mission using a Ghostcaster when they have no Meatsacks.

When players use a Ghostcaster from Cyberspace, they return to the host player's Bunker.

- Everything stored in the Container, such as unused Gear and resources acquired during the Mission return to the Bunker.
 - This minimizes player frustration by allowing them to keep some of their progress.
 - This supports our **unique death mechanic** goal.

Resource Acquisition

While playing *Zero Day* players will acquire Loot which is used in the Printing system.

- With that in mind, this indirectly supports our **crafting** pillar and **player freedom** goal.

Players acquire Loot through Recycling and Gear Drops.

Recycling

The levels are filled with Junk left as a byproduct of construction that Quetzuku failed to clean up.

Player's have a piece of equipment that breaks down Junk and Gear into the fundamental Materials used by Appliances.

- This equipment is default on all players, does not appear in the Loadout, and does not occupy space in the player's inventory.
- Junk includes but is not limited to: bottles, buckets, cables, cinder blocks, data pads, motors, satellite dishes, compressed air canisters, and computers.
- Players can also recycle enemy bodies and dropped Gear while in a Mission.
- Recycling supports our **revolution** theme as players are scraping for resources to fight with.

Players can find Junk anywhere in the levels the player can access.

- This supports our **meaningful navigation** and **short and satisfying game loop** goals.
 - Players will never go somewhere and earn nothing.

Material is vacuumed toward the players and added to their inventory when nearby so long as players have space in the inventory.

Note: Client-side loot is a solution to a possibly frustrating experience, but further testing may prove it an invalid solution. So far, client-side materials have been appreciated.

Gear Drops

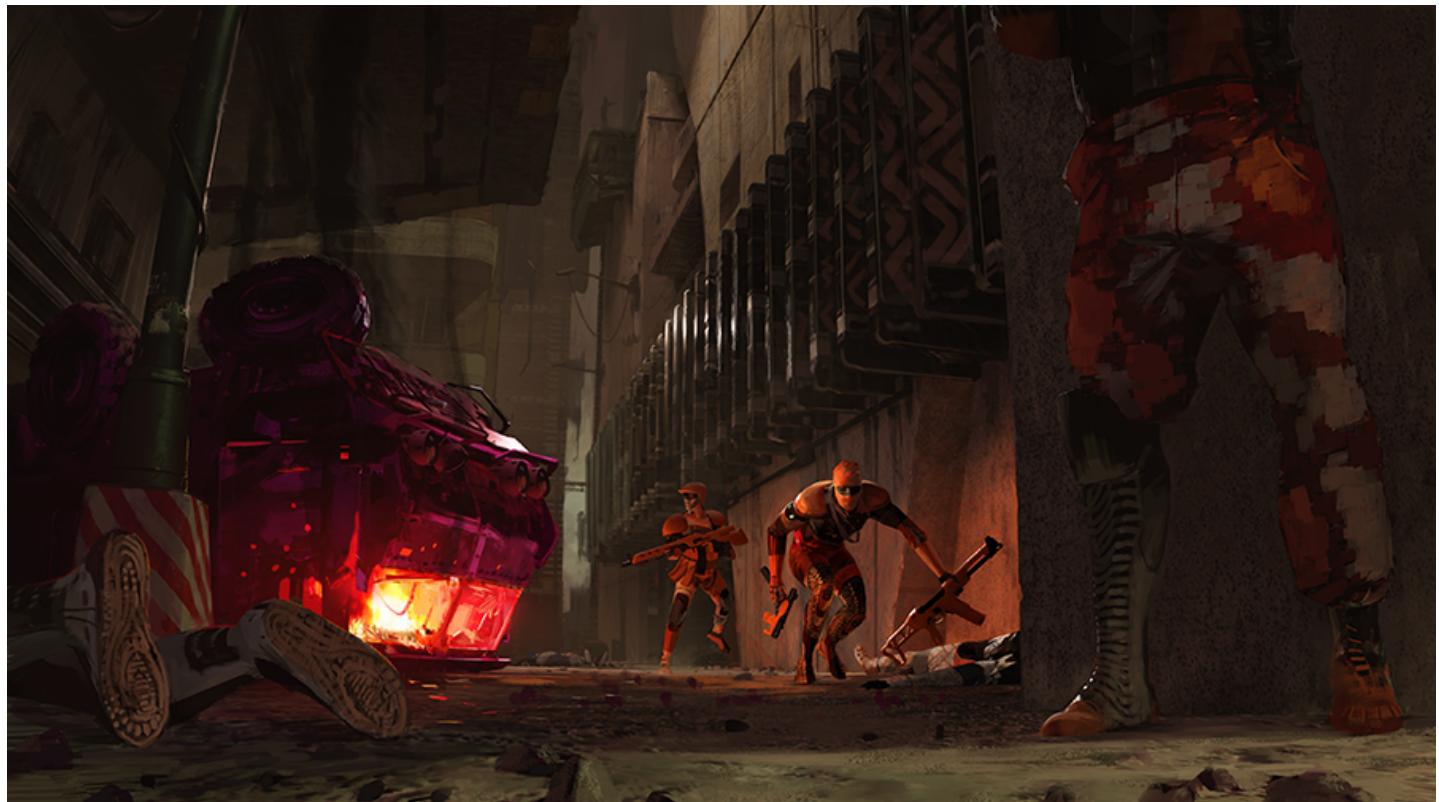
Gear Drops encompass any situation where the player acquires Gear that they did not Print themselves.

Gear drops are most often taken from defeated enemies or found in secured areas unlocked by defeating Quetzku security or completing Contracts.

- Gear Drops support our **short and satisfying game loop** goal.
 - Players are frequently rewarded with Gear when completing actions that raise Dissent.

Gear Drops are a way for players to obtain higher-Ranked gear or keep the gameplay flowing even when their Gear is lost/destroyed.

- Gear Drops support our **player freedom** goal by giving players options throughout Missions.
 - We also encourage meaningful decisions and strategy offering alternative playstyles to the player.
- This presents players with a way to experience Gear before unlocking it, mitigating possible frustration of unlocking Gear and not knowing how to use it.
- Gear Drops support our **revolution** theme as players are scraping for resources to fight with.



The Stockpile

The Stockpile is an Appliance that acts as a Material stash for the players.

The Stockpile has unlimited capacity and can be found in both [Safehouses](#).

Players deposit Material in the Stockpile with a simple click and cannot interact with it beyond seeing the Material available.

- Players cannot move Materials around in the Stockpile to support our **simple inventory management** goal.
- Gear is not stored in the Stockpile and remains in the inventory.
 - The Weapon Rack Appliance stores Gear in a different manner.

Players have limited inventory, encouraging them to return to the Container to store Material in the Stockpile often.

- This helps ensure that should a player fail a Mission, they still stored *something* of value for the next Mission.
 - This prevents player frustration at a wasted run.
 - This also supports our **short and satisfying game loop** goal.

Combat

To support our **shooting** pillar, players often find themselves in conflict either with other players or AI enemies.

One of the best ways for players to raise Dissent is to engage enemies. Each defeated enemy increases Dissent.

- Defeated enemies also drop Loot to support our **short and satisfying game loop** goal.
- Patrolling AI supports our **meaningful navigation** goal by giving players gameplay spread across the levels.
- Combat can cause players to fall into a fail state to support our **unique death mechanic** goal.
- With a variety of combat-focused Gear, we can also support our **player freedom** goal.

Players fight enemies either by using Weapons to cause damage in the physical [Meatspace](#) or by executing Programs in [Cyberspace](#) to affect their behavior.

- This dual-world combat encourages strategic teamwork.
 - Combat is one of your primary ways to support the **cyberspace** pillar.
 - Players will work together to plan each encounter around the Weapons and [Cybernetics](#) in their Loadout.
 - Players occupying different spaces will share information with each other.
 - Players in different spaces will have to support each other.
- Dual-world combat enhances our **out-of-body** theme.

Meatspace

Meatspace is the physical world in our dual-world game. This means anything you'd expect to accomplish with a physical body will be done in Meatspace. This includes:

- Engaging with enemies by damaging their physical bodies and vice-versa.
 - Players and AI will use numerous hitscan or projectile-based weapons to damage each other.
 - Our **shooting** pillar occurs predominantly, if not entirely, within Meatspace.
- Looting Gear from enemy bodies.
- Protect teammate Meatsacks when they are [Jacked-In](#).
- Return to the Container to resupply consumables.
- Recycle Junk into Materials.
- Taking cover behind physical objects.
- Using strategy to outsmart enemies.

Meatspace is intended to feel lethal, limiting, and scary to support our **revolution** theme.



Cyberspace

Cyberspace is the information/support world of our dual-world game. This means players in Cyberspace will play a powerful support role to their Meatspace counterparts when Jacked In during combat. This includes:

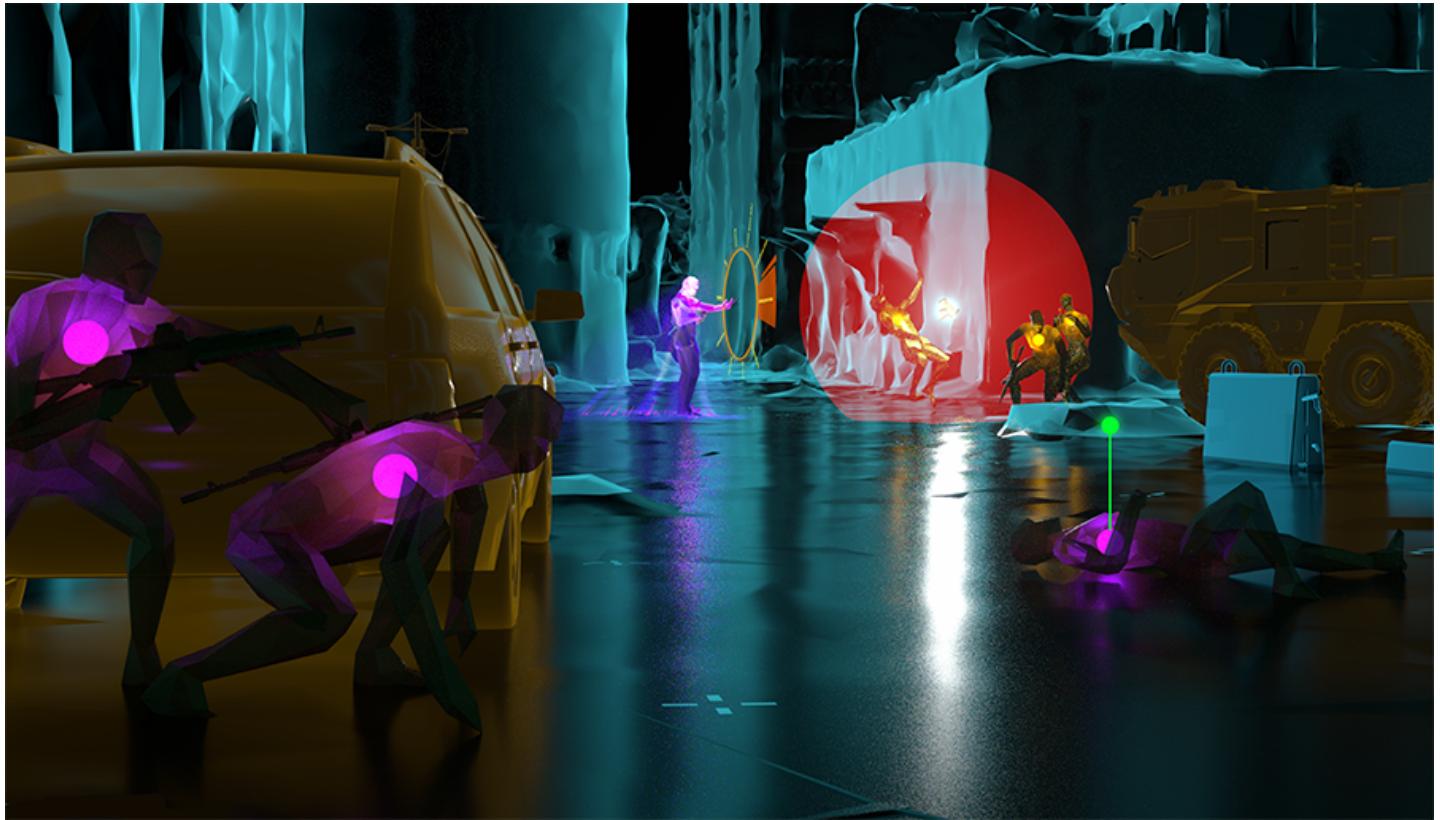
- Executing Programs and Drivers.
 - Programs change enemy behavior to your advantage.

- Programs enhance teammate abilities.
- Drivers improve personal Cyberspace abilities.
- Manipulating the environment to player advantage.
- Providing valuable information.
 - Enemy locations and Gear information.
 - Dropped Gear and Junk locations.
 - Objective locations and information.

Cyberspace should feel freeing and incredibly powerful.

- This supports our **cyberspace** pillar and our **out-of-body** theme.

Note: This description underplays the importance of Cyberspace. Players should feel that Cyberspace is just as useful as Meatspace and shouldn't view it as just support.



Life and Death

Meatsacks can be damaged by enemy Weapons; when damaged enough, the Meatsack 'dies.'

Players in Meatspace have limited hit points, a value representing the condition of their Meatsack. During combat, players will take damage from enemy attacks, subtracting hit points.

- Players' Meatsacks can still take damage when that player is in Cyberspace!

If their hit points reach 0, they will die, automatically Jacking them into Cyberspace, and will need to respawn. Players can respawn themselves through the Meatlocker by traveling to the Container and selecting a new Meatsack from those available.

- Before the player has a new Meatsack, they can only control their Cyberpawn, and they will be unable to [Jack Out](#).
- This supports our **unique death mechanic** goal.
- Using Meatsacks as a disposable resource supports our **out-of-body** theme.
 - Having limited Meatsacks crafted from Junk the player finds in the world enhances our **revolution** theme.

While in Cyberspace after death, the player has a limited amount of time where they can perform at their full Cyberspace capacity. After this time ends, the Cyberpawn lacks the energy to use Cybernetics, and it's wise to respawn.

Note: We have often discussed a Brain Case mechanic, wherein player's will have their Cyberpawn limited by the physical Brain Case they are attached to. This means their teammates would have to carry the Brain Case to the Safehouse for respawn. While a very cool, thematic concept, this mechanic introduces many design challenges we would have to solve before implementing such a system.

Glossary of Terms

This page defines each of the unique terms found throughout this documentation.

World

Braincase

A Brain Case is a durable, armored shell that contains the soft-tissue brain, surrogate electronics or a mix of the two, in order to hold an individual's ghost. The idea of a Brain Case was popularized in the 1995 movie *Ghost in the Shell*.

Cybergrit

A style derived from Cyberpunk that focusses on dark, grungy worldbuilding instead of neon advertisements and fancy technology.

Cyberdeck

The Cyberdeck is a standard Braincases Augment in the *Dystopia* universe, and allows people's ghosts to enter Cyberspace and interact physically with all five senses.

- The term was coined in *Neuromancer* by William Gibson.

Delta Wave

A powerful group of revolutionaries fighting back against Quetzku in an attempt to free the people of DMT Arcology 12.

Quetzku

A multi-national megacorporation. The owner, constructor, and maintainer of DMT Arcology 12.

Macro

Datashard

An item that stores encrypted Quetzku secrets. Players collect them through gameplay. Using them unlocks player access to a final boss.

Session

A predefined gameplay loop with a beginning and an end.

Influence

Influence is a type of player reward. A value that represents a player's experience and success in fighting Quetzku. With each Session the player completes, their Influence grows. Higher Influence gives player's access to more Gear.

Global

Contract

A specific/simple task the players must perform to progress. Most Contracts will require both Cyberspace and Meatspace gameplay to accomplish.

Dissent

A numerical value that indicates a player's progress towards liberating a District.

District

A pre-defined section of playspace. Districts present players with a bite-sized loop that ends in the tangible result of liberating a chunk of the map. Canonically, these are arcology precincts under the jurisdiction of high-ranking Quetzku managers that perform a specific task required for the function of the city such as waste management or housing.

Gear

This refers to any and all items the player uses to complete gameplay loops. This includes but is not limited to Meatsacks, weapons, upgrades, and ammunition.

Ghost

A Ghost is the physical manifestation of consciousness of a person, qualified in a way that allows it to be stored. A ghost contains all or most of the qualities of the meta-physical consciousness of oneself, including thoughts, emotions, memories, and the experience and ability of being aware of perception.

Implant

A blanket term that refers to player-based upgrades. This includes Augments and Cybernetics. This term is mostly used referring to 'Implant Slots' on the player which limit the upgrades, but can be any combination of Augments and Cybernetics including all of one or the other.

Incursion

This term refers to an event where new enemies are spawned and attack the players like a wave. An incursion usually takes place in Meatspace, but some Contracts can cause Cyberspace incursions.

Loadout

The collection of Gear that the player has immediate access to.

- Seen in the inventory screen and edited in the Safehouses.

Magistrate

A Quetzku elite residing over a specific Districts and posing a particularly large boss-like threat to the players.

Vandalisms

Single-step objectives that deface Quetzku property to raise Dissent.

Meatspace

Meatspace is a term to describe the physical world. Previously unnecessary, because of the understanding that the physical world is "reality," it primarily serves to distinguish itself from Cyberspace. While the exact origin of the term is unknown, it was popularized in cyberpunk novels written around the time of the rise of the world wide web, like Snow Crash by Neal Stephenson or Neuromancer by William Gibson.

Augments

This is a player upgrade that applies to their Meatsack. This can include things like increased running speed, higher jump, or faster reload.

Durability

A value that indicates the condition of Gear. The lower the number, the worse the condition. At 0, the Gear breaks and is unusable.

Loot

Loot is a type of player reward. Loot refers to physical objects - Gear or Materials - the player can use to improve their Loadout. Loot is collected when the players are in a session.

Meatsack

A Meatsack is a **human body** without a Brain Case or without a Ghost within its Brain Case. When a meatsack has both a brain case and a ghost, it is playable for the player. When a meatsack has a brain case, but no ghost, it stands still and is vulnerable. When a meatsack has no brain case, it is typically stored with a body locker. In William Gibson's founding cyberpunk novel, the human body is referred to "wetware."

Recyclable / Junk

These terms refer to objects located in the game-world the player can interact with to acquire materials. These materials are then used by Appliances to craft Equipment and Upgrades. Unlike Loot, a recyclable serves no function on its own.

Bunker

A safe location the player owns that exists outside of the typical gameplay space. It contains no enemies or objectives and contains all Appliances. This room allows the player to prep their Loadout for the next Session.

Appliances

A broad term referring to progression-based interactables including the Augmenter, Body Locker, Gear Printer, and Stockpile.

Body Locker

A Body Locker is a large storage appliance, existing in public places, that allows the user to transfer their brain case into one of the many hollow meatsacks stored within.

Containter

A mobile version of the Bunker with less powerful Appliances that stores players Gear.

Gear Printer

A Gear Printer is a large fabrication appliance, existing in semi-public or private places, that allows the user to create or upgrade weapons or armor using blueprint tokens.

Influence

A metric of the player's success in Sessions. Dissent is converted directly into Influence; in turn, Influence grants the player access to new equipment and upgrades.

Meat Magazine

An interface that shows the player which Meatsacks they have available.

Safehouses

A blanket term that refers to both the Bunker and the Transporter.

Stockpile

A safehouse-only appliance where players deposit their materials for later use.

Upgrades

These are the Augments and Cybernetics the player uses to enhance their Meatsack and Cyberpawns. Any Upgrade can be an improvement on an exist piece of equipment or a new ability.

Cyberspace

A digital plane of existence that humans can access, exist and interact in. Cyberspace is a separate realm of three-dimensional space, with varying degrees of interaction possible to Meatspace.

- The term was coined by William Gibson in Neuromancer, but has been called The Metaverse by Neal Stephenson, The Matrix, and OASIS.

Cybernetics

These are player upgrades to a players' Cyberpawn. In most cases, Cybernetics are Programs like Scramble IFF or Sensor Blindspot, but can also be more passive upgrades, called Drivers, like High-grade Coolant or Meatspace View.

Cyberpawn

A Cyberpawn is a human's digital presence within Cyberspace. While it is meant to represent form, it is not equivalent to a Meatsack in Meatspace. While a Meatsack is not inhabited by a Ghost, a Cyberpawn is always inhabited by a Ghost. If a ghost does not exist in Cyberspace, a Cyberpawn does not.

Ghostcaster

This is an appliance used only by the Cyberpawn. The Ghostcaster allows a ghost/Cyberpawn to move between locations. In gameplay, this is used to transport the player into and out of a game session.

Program

Interacting with the world in Cyberspace is considered a Hack. This includes enemies and the environment. A Hack can be used by the player to impose many effects on enemies or to toggle a function on pieces of their environment.

Jack In

The act of entering Cyberspace as a player.

Jack Out

The act of leaving Cyberspace as a player.

Tether

A Tether is a helpful projection coming from the player's Cyberpawn while in Cyberspace, that points the player toward their Meatsack or Brain Case.

Utilities

An object in either Meatspace or Cyberspace that can be affected by Programs in Cyberspace

Aesthetics

This page is a deep dive into the feelings we strive to create in the players of *Zero Day*.

This page also includes 'Moments' small transcripts of memorable events players can expect from *Zero Day*.

What are Aesthetics?

Aesthetics are a culmination of mechanics, dynamics, themes, and feeling in a game.

A game's Aesthetic is the overall impression we want players to leave the game with. The Aesthetics are components of the Core, which is a statement that grounds the entire game.

Why Aesthetics?

Building our features grounded in an aesthetic encourages cohesion within the project with all aspects being born from the same concepts.

The aesthetic also helps to create a common thread to be followed in design discussions to help guide them towards being productive and beneficial to the vision.

Core

YOU ARE A REBEL USING CYBERSPACE TO DISSENT CORPORATE CONTROL

Our themes/feelings/aesthetics are derived from this core statement. In turn, the entire game should relate back to this core by addressing our themes.

In an ideal world, we would be able to trace every mechanic back to this core in a clean and logical manner.

Our Aesthetics

Zero Day grounds itself through two main themes; design discussions should focus on supporting these themes.

Out of Body Experiences are described as: a sensation of being outside one's own body.

- Typically, this involves a floating sensation and being able to observe oneself from a distance.
- *Zero Day* applies this theme through our dual-world Cyberspace system.
 - Players will leave their physical body (Meatsack) behind and enter a new world with a digital body.
 - Players can customize their Cyberpawn but not their Meatsack.
 - The player can control other physical bodies through Cyberspace like drones, Warshells, or AI enemies.
 - Players can see their Meatsack while in Cyberspace.
- This theme can also be seen with our Safehouses.
 - Players see their Meatsack in the Bunker, but never occupy it for gameplay.
 - Players Ghostcast into sessions, then inhabit printed Meatsacks.
 - This furthers the idea that Cyberspace is the persistent/permanent state of being for people in the *Dystopia* universe.
 - Player travel to the Container to 'pick up' their Meatsacks.
- Meatsacks are a resource.
 - Meatsacks are finite in quantity and health, when a Meatsack dies, it's gone, and the player must craft another.
 - Players should not feel attachment to their Meatsacks or even see them as cumbersome.

Revolution is described as: a forcible overthrow of a government or social order, in favor of a new system.

- Revolutions are characterized by 'punching up.' Revolutionaries have less intel, budget, supplies, and numbers.
 - Revolutionaries make clever use of their resources to be successful - they would fail against the system if it were a test of might.
 - Revolutionaries are born from a group disparaged by the current system.
 - Revolutionaries are righteous, charismatic people capable of garnering support through passion and appeals to emotion.
- Our revolution theme is held up by three of our game pillars: Districts, Shooting, and Crafting.
 - Districts give the player a sense of liberating small segments of the population at a time.
 - Small, consistent gains for the common people.

- Raising District Dissent increases the resistance players face.
- Shooting represents the violent nature of fighting a revolution.
 - The violence of *Zero Day* illustrates how far things have gone, the time for discussion is over, the system is broken, and it's time to fight.
 - Violence is the only way to get a response from the monolithic Quetzku.
- Crafting captures the scrappy nature of revolutionaries, barely managing to keep things together.
 - Revolutions are suppressed by the system they fight against, so procuring ready-made resources is challenging.
 - Players feel like they are barely managing to keep it together round after round.
 - Players are more involved with their loadout, making them feel clever when it works well for them.

Feelings

While aesthetics govern how mechanics are implemented to ensure cohesion, feelings are how we want those themes to affect players' emotions. We strive to create the feelings below in our players, and we filter them through our themes. For example, if we wanted players in Meatspace to be afraid, we wouldn't use a monster, because that doesn't work with our themes; instead, we could add Corporate hunter choppers to chase the player down - that feels more like a Revolution.

We have divided our feelings for Meatspace and Cyberspace so each space feels unique and appeal to players with contrasting feelings, not just mechanical differences.

Meatspace

Meatspace is the physical future world. Like our world, Meatspace is where people occupy their body - or a printed Meatsack - to experience life. In the *Dystopia* universe, this isn't a pleasant experience. Most people live in desolate, industrial cities, like the Quetzku-owned DMT Arcology 12 our players inhabit. High tech, low life is the perfect phrase for these Arcologies; few people walk the streets and organic life is non-existent. These cities are not made for people, they are made for commercial production and storage; offering the bare minimum required to sustain a human population large enough for the corporations to profit from. Meatspace represents harsh reality.

Note this is the feeling of Meatspace for our players. Meatspace is a coveted commodity for people in the *Dystopia* universe. Most will pay a high price to experience physicality over simulated senses; wealthy elites have access to this luxury whenever they so desire.

Ironically, Meatspace is not a place intended for human life. The cities have been built as hyper-efficient low-cost monumental manufacturing plants. The environments are not crafted with safety, convenience, or human movement in mind.

Meatspace feels:

- Realistic
 - Meatspace closely mimics the rules and appearance of the real world.
 - Inconvenient - Meatspace will carry the many inconveniences of being human.
- Limited perspective and information from organic, forward-facing eyes.
 - Players won't receive hints or information beyond what they need.
- Actions take time and physical prowess.
- Physical objects can be insurmountable obstacles.
- You can't control others.
- Unforgiving
 - Injuries have permanent negative effects.
 - Meatsacks don't magically heal, and slowly degrade and so do Weapons.
 - Death is permanent and bullets hurt.
- Meatspace won't hold the player's hand or give them free passes.
- Mistakes are punished - though fairly.
- Grimy
 - Without human life to maintain the world, it is become decrepit.
 - Aesthetic blemishes are never fixed, as they don't impact corporate profits or control.
 - Machine oil covers surfaces.
 - Non-structural concrete crumbles.
 - Metal rusts away.
 - Weapons break down over time.
 - Players must use recycled junk to Print equipment.
 - Garbage litters the streets.
 - Mechanical noise is constant.

Cyberspace

Cyberspace is the future's digital world equivalent to modern internet. Most people have access to Cyberspace, but it is heavily limited; they access this world by using a Cyberdeck to cast their Ghost (their consciousness) into their Cyberpawn. It is fair to say that Cyberspace is where humanity truly lives out their lives. Here, people meet each other, share experiences, and enjoy a more stable existence, unlike the body-swapping of Meatspace. Our players have access to a special Cyberdeck, allowing them to bypass many restrictions faced by average people - this grants them the power to revolt. This unrestricted access also allows the player extensive use of Cybernetics normally restricted to Corporate higher-ups used to manage their employees. Cyberspace represents powerful freedom.

Cyberspace is crafted by the people who inhabit it and exemplifies their desires and fantasies - within the public servers, that is. This means the environments were made to allow user enjoyment from pleasant imagery to exciting and efficient movement.

Cyberspace feels:

- Gamey
 - Freeing
 - Cyberspace movement is fast and the jump height is impressive.
 - Hackables allow players to overcome many obstacles and assist those limited in Meatspace.
 - Additional platforms and alleys let the player go places they never could in Meatspace.
- Powerful
 - Players have great influence over enemy AI through the use of Hacks.
 - Using Cyberspace, players can stand in opposition to the Corporates, unable to be controlled.
 - Meatspace players will rely on their Cyberspace teammates for survival.
 - Players are presented with detailed information to make decisions from.
- Beautiful
 - Since people spend their lives in Cyberspace, they make a deliberate attempt to make it visually appealing.
 - We can extend this power to players through customization.
 - The Cyberspace environment is colorful and richly decorated.
 - Most surfaces are constructed from glowing materials.
 - More cyberpunk-like designs such as neon signs and street vendors dot the buildings.

Moments

Moments are the culmination of our themes and feelings clashing with our mechanics to create something players will remember for a long time. Below are hypothetical situations players can experience when playing *Zero Day*. These little events are what keep players coming back as they are exciting, memorable, and emotional.

Booyah, Cake, NullPtr, and Vampire stand outside the central factory in the Manufacturing District waiting on Booyah to decrypt the scanner, granting them access. They've gathered most of the materials in the area and have a Contract to enter the factory, steal weapon blueprints, and deliver them to their Delta Wave handler. Suddenly, enemy fire rips through the group - an ambush from the second story of the factory.

Cake, whose Meatsack had taken significant damage in a previous encounter, is quickly killed. NullPtr and Vampire slide underneath a loading platform and provide covering fire for Booyah. Cake, now in Cyberspace, leaps to the second story and initiates a Scramble IFF hack, causing the Rankfile to fire on each other, giving his team more time. Booyah finally cracks the code and the door opens, Cake runs for the Container to respawn.

NullPtr and Vampire sprint into the factory, closely behind Booyah, and scatter when they find the Magistrate waiting for them inside. The group scatters to survive the Magistrate's grenade launcher. Each takes cover behind the various machines of the plant. NullPtr enters Cyberspace and pings the Magistrate so the others can see her location and other stats. NullPtr then uses a POI Router hack to draw the Rankfile and Magistrate to his location. As the Magistrate passes, Vampire steps out from cover and shoots her in the back with a sniper rifle. The Magistrate activates her Cyberpawn and uses a Cortex Bomb hack on Vampire, giving him only seconds before his Brain Case detonates. Vampire dives into the group of Rankfile and detonates, destroying most of the group.

It's not enough, though, Booyah and NullPtr remain pinned. Just as things look most dire, the session coming to an end, Cake steps into the factory, returned from the Container in a new Meatsack. He Activates an AI Deadzone hack to trap the AI, then leaps into the air, using Leg Booster Augments, and throws a grenade into the enemy cluster, destroying them. His last second arrival saved the mission! The team regroups and manages to complete their Contract, granting them powerful loot before they extract.

Player Control and Movement

This page covers the three C's - Character, Camera, and Control.

Since *Zero Day* is dual-world, and we want each world to feel unique from the other, each world has unique character, camera, and control. This page has been split between these two spaces.

Control Quick Reference

A quick reference of the current *Zero Day* control scheme.

Default PC Key	Game Action
Q	Enter/Exit Cyberspace
W	Walk Forward
A or D	Strafe
S	Backtrack
Space	Jump
Ctrl	Crouch/Slide
Shift	Sprint
F	Interact
Mouse	Aim
Left Mouse Button	Shoot/Use Equipped Consumable/Hack - Target
Right Mouse Button	ADS/Ready Consumable/Hack - Area
R	Reload
Scrollwheel	Change Weapon
1	Switch to Primary Weapon
2	Switch to Secondary Weapon
3	Switch to Consumable Slot 1
4	Switch to Consumable Slot 2

Note: We probably want Recycling and Interacting to be different in the future so players can choose to pick up or recycle dropped weapons - tying these to the same button risks player accidentally recycling valuable loot, to swapping weapons and dropping their equipped firearm unintentionally.

Meatspace

This is a representation of the corporeal, physical realm humanity normally operates within. When in Meatspace, the player is in control of a [Meatsack](#).

The player enters [Cyberspace](#) with "Q"

Perspective (Camera)

Players control [Meatspace](#) from a first-person point of view. Meatspace feels like a traditional First-Person Shooter (FPS).

- We want Meatspace to feel controlled, tense, and incredibly dangerous.
 - This is accomplished by limiting self awareness through a small perspective.
- Meatspace gameplay should appeal to anyone who enjoys FPS games.
- This perspective helps ground Meatspace in gritty realism to best support our **revolution** theme.

Default camera is 64cm from the ground.

Movement (Control)

In Meatspace, players can walk, sprint, strafe, backtrack, crouch, crouch-walk, jump, and crouch-jump.

- Walk (W)
 - The player moves forward, the direction their camera is facing, at 4.75m/s
 - Linear acceleration without physics influence
- Sprint (Hold Shift)
 - Player moves at 120% default speed in any direction as long as Sprint is held
 - 5.7m/s forward
 - 5.4m/s strafing
 - 4.8m/s backtracking
 - Sprinting increases the distance a player can jump
- Strafe (A or D)
 - The player moves either left or right, perpendicular to the camera, at 4.5m/s
 - Linear acceleration without physics influence
- Backtrack (S)
 - The player moves backward, opposite the direction their camera is facing, at 2.85m/s
 - Linear acceleration without physics influence
- Crouch (Hold Ctrl)
 - Player camera height is reduced from .64m to .32m
 - Player height is reduced from 1.8m to .4m
- Crouch-walk (Hold Ctrl + W, A, S, or D)
 - Player moves in any selected direction at 2m/s
 - Linear acceleration without physics influence
- Slide (Hold W + Sprint then Ctrl)
 - Player moves forward at sprinting speed but at crouching height
 - The speed of the slide slows over time
 - The rate of this slowdown is different depending on surface angle and material type
 - When the slide velocity matches the crouch-walk (2m/s) the player will enter a crouch-walk state
- Jump (Space)
 - Player has a jump velocity of 4m/s
 - This means the player has a vertical of about 1m
 - Horizontal jump distance changes based on movement type and direction
 - Standing = 0.75m
 - Walking = 3 - 4m
 - Sprinting= 5m
 - Players cannot jump while crouched
 - Players have minimal air control in Meatspace
- Crouch-jump (Space then Ctrl)
 - Player can crouch after a jump to slightly increase their vertical
 - This puts the vertical at 1.25m
 - Jump distance is also increased by roughly 0.5m

Hold-type controls also have a toggle option to minimize player fatigue.

Keys presented above are default PC controls. These key bindings will be editable by the player to whatever key they prefer through an options menu. These controls will change for consoles.

Weapon crosshair scale and accuracy dynamically change with player movement speed. The faster the player moves, the larger the crosshairs become and the less accurate the weapon and vis-versa.

Notice that none of these states consume a resource. Most titles have a Stamina resource, used to limit player movements. In *Zero Day* players do not have Stamina by default. Stamina is a resource introduced with specific [Augments](#) that use it.

- Using Augments that consume Stamina will have greater effect until the Stamina is drained, then the effect will return to default.
 - For example: an Augment which increases sprint speed to 150% walk speed will do so until Stamina reaches 0, then the player will return to the default 120% walk speed for the sprint.
- Stamina will recharge over time after a 3 second cooldown after use.
 - When using movements that consume Stamina, even if the Augment is not active (Stamina is at 0) Stamina will not recharge

Note: Any and all of these movement states can be altered with Augments. For more information, see [Augmenter](#)

Note: The values above represent the Medium body type. In the future, players will be able to play as Light, Heavy, and Warshell as well, each of these will have different values to reflect gameplay style. For more information on Meatsack types, see [Body Locker](#)

Interaction (Control)

Meatspace interaction is limited to Recycling objects and interfacing with [Appliances](#).

Note: A discussion still needs to be had on how interactive Meatspace is. Do we want the player opening doors, pressing buttons, moving physics objects, etc? These interactions will be directly related to completing Contracts in most cases.

Recycling Interaction

[Junk](#) is placed in static locations throughout the [Districts](#).

Junk is recycled into [Material](#) which is added to the inventory and used by Appliances to Print [Gear](#).

When the player is within 10m of Junk, the Junk will gain a highlight effect to indicate to the player it can be interacted with.

Once the player is within 1m of the object, an interaction indicator will appear (default key is 'F'). When the player hits that key, an animation is played where a device the player carries breaks that object down into Materials. The Materials are displayed as a small box that drops onto the ground.

When the player is within 1m of a Material, the interaction indicator will appear over it. Players can hit the interaction key again to pick up the Material. Once picked up, the player gets a toast notification informing them what Material had been gathered and its quantity - that Material is added to the player's inventory. For more information on player inventory and materials, see [Recycling](#) or [Printing and Upgrading](#). This system also works for dead enemies and dropped Gear.

When the player is within 5m of ammunition, the ammunition crate is vacuumed to the player, and upon arrival, is added to the player's ammo pool. The closer the player is, the faster this vacuum occurs.

Note: In the future, we may have Materials vacuumed to the player within a radius to reduce button presses, but this limits player control and the design implications need to be further discussed.

Appliance Interaction

Appliances have a more complex interaction than Junk, as they give the player more options and information. Appliances include the Augmenter, Fabricator, Gear Printer, Ghostcaster, Jack-in-Point Meat Locker and Stockpile. For more information on Appliance types and function beyond interacting with them see [Printing and Upgrading](#).

The Augmenter is how the player applies upgrades to their Meatsack and Cyberpawn. The player interacts with the Augmenter through a diegetic screen on the Augmenter's mesh in-world. This screen displays a list of options available to the player. To activate control of this screen, the player simply looks at it when standing within a 1m radius of it; the crosshair transforms into a cursor. The player navigates this screen as they would any standard computer screen using the mouse and scroll wheel.

The Fabricator is how the player applies upgrades to their Weapons. Players interact with it the same as the Augmenter.

The Gear Printer is how the player crafts new Gear. Players interact with it the same as the Augmenter.

The Ghostcaster is how players move between the Districts and the Bunker. When the player is within 1m of the Ghostcaster they see and interaction icon. When they interact, a UI element ask them if they are sure they want to leave, they can say yes to leave or no to cancel the interaction.

The Jack-in-Point is how player access powerful Cyberspace abilities. When the player is within 1m of the Jack-in-Point they see and interaction icon. When they interact, the player enters Cyberspace as normal, with additional abilities. They can leave Cyberspace with 'Q' as normal.

The Meat Locker is how the player spawns and respawns. Currently, the player cannot interact with the Body Locker in Meatspace.

Note: In the future, interacting with the Body Locker in Meatspace will present the Meat Magazine UI, allowing the player to select a new Meatsack and change bodies. The Meat Magazine will be controlled similarly to the Augmenter and Gear Printer.

The Stockpile is how the player stores and manages their materials. When within a 1m radius of this Appliance, an interaction indicator appears. When the player presses the interact key, an inventory menu overlays on their screen. This menu displays each material in the game with a number informing the player how much of that material they have. It also shows the player how much of each Material they currently have in their Meatsack's inventory and provides the option to store that Material; to do this, players simply mouse over the 'deposit' button and click.

Note: These UI of these Appliances is subject to change and will be more cohesive in the future.

Combat (Control)

Much of the time players spend in Meatspace will be in combat.

Combat in *Zero Day* is ranged; there are no plans current or future for melee-based weaponry. In combat, players will be interacting/controlling their Weapons and Consumables.

Note: A gun-bash-type move may be added so players can fend off extremely close enemies.

Weapons

Weapons in *Zero Day* refer to ranged firearms.

While players will have a large arsenal of Weapons to choose from, as seen on [Gear List](#), the basic Weapon functions will remain the same.

Inputs for weapons include aim, fire, aim down sights (ADS), reload, and swap.

- Aim (Mouse input)
 - The player's camera moves with the player's mouse.
 - Crosshairs are always be screen-center.
 - Weapons always aims at the center of the screen.
- Fire (LMB/Hold LMB)
 - The Weapon fires a projectile.
 - This may be a ray cast or a mesh.
 - The Weapon animates recoil.
 - Screen shake is applied to emulate recoil
 - Player will want to input 'Aim' to remain on-target
 - Magazine pool decreases by 1 for each round fired.
 - Some Weapons fire multiple rounds per button press.
 - Some Weapons fire continuously so long as 'Fire' is held.
 - The longer/more frequently a Weapon is fired, the less accurate it becomes.
 - Crosshairs spread, indicating loss of accuracy.
- ADS (Hold RMB + Mouse input)
 - An animation plays, placing the weapon in-line with the screen's center.
 - Crosshairs fade from view.
 - Weapon accuracy increases.
 - FOV tightens.
 - Mouse input sensitivity is slightly reduced.
 - Player movement speed decreases by 20%.
- Reload (R)
 - An animation is played.
 - Sprinting while reloading slows the animation.
 - Animation and timing varies between weapons.
 - When the animation finishes, the Weapon's magazine pool is restored to max.
 - Players cannot fire while reloading, but have all other controls.
 - Jumping, entering Cyberspace, and interacting all interrupt the reload animation.
- Swap (Scrollwheel)
 - An animation plays, storing the equipped Weapon.
 - Another animation plays with the player drawing their other Weapon.
 - The player's other Weapon is now active.
 - The player can also use "1" or "2" to select their primary or secondary Weapon.

Any hold-type controls will also have toggle options to minimize player fatigue.

Keys presented above are default PC controls. These key bindings will be editable by the player to whatever key they prefer through an options menu.

Consumables

Consumables refers to one-time use items that grant the player a temporary advantage.

This includes but is not limited to Explosives (Throwable), Gadgets (Throwable), and Stims. For more information on all consumables

and their function, see [Gear List](#). Players can have up to 2 different consumables in their loadout's inventory at any given time.

Different Consumables can be held in different quantities and there are no restriction on which type of Consumable can be in which Consumable slot.

Inputs for Consumables include select slot 1, select slot 2, cook, use, and swap.

- Select Slot 1 (3)
 - An animation plays with the player storing whatever is in their hand - Weapon or Consumable
 - Another animation plays with the player drawing the Consumable in slot 1
 - The Consumable in Slot 1 is now active
 - If the Consumable in Slot 1 is already active, nothing happens
- Select Slot 2 (4)
 - An animation plays with the player storing whatever is in their hand - Weapon or Consumable.
 - Another animation plays with the player drawing the Consumable in slot 2.
 - The Consumable in Slot 2 is now active.
 - If the Consumable in Slot 2 is already active, nothing happens.
- Cook (RMB)
 - An animation plays with the player lifting the Consumable to a ready position.
 - Timed Consumables (such as a grenade) begin their timer.
 - Throwables display a throw-arc.
 - For Stims, this step is required to apply it to teammates.
 - The teammate that will receive the effect is highlighted.
- Use (LMB)
 - An animation plays showing the use of the Consumable.
 - Throwables are thrown.
 - Stims are injected.
 - The effect of the Consumable occurs on-site.
 - On the highlighted teammate.
 - On the player.
 - At the location the Throwables landed.
- Swap (Scrollwheel)
 - An animation plays with the player storing the Consumable.
 - Another animation plays with the player drawing the last Weapon they had equipped.
 - The Weapon is now active.
 - The player can also use "1" or "2" to select their primary or secondary Weapon.

Keys presented above are default PC controls. These key bindings will be editable by the player to whatever key they prefer through an options menu. These controls will change for consoles.

Cyberspace

This is the digital manifestation of the world.

Antithetical to Meatspace, which is an environment limited by standard physics and gravity, cyberspace is less constrained. Cyberspace allows more freedom and liberation for the character's movement, by reducing gravity, allowing movement through physical Meatspace objects, and a faster velocity.

When the player is in Cyberspace, they control their Cyberpawn. This is a manifestation of the player's Ghost placed into Cyberspace which allows them to interface with that space.

The player exits Cyberspace with "Q"

Perspective (Camera)

Players control Cyberspace from a third-person point of view.

- We want Cyberspace to feel freeing, powerful, and 'gamey.'
- Cyberspace will be appealing to players who enjoy support roles or want a more fast-paced gaming experience.
- This perspective helps players navigate at higher speeds and supports our **Out-of-Body** theme.

Movement (Control)

The environment changes significantly between Meatspace and Cyberspace.

Since each space has a different aesthetic - both visually and emotionally - Cyberspace has a different movement system with

different controls as detailed below.

In Cyberspace, players can walk, strafe, backtrack, and jump.

- Walk/Sprint (W)
 - The player moves forward, the direction their camera is facing, at 12.6m/s.
 - Linear acceleration without physics influence.
 - Note that the Cyberpawn does not have two movement speeds, just one that is particularly fast.
- Strafe (A or D)
 - The player moves either left or right, perpendicular to the camera, at 12.6m/s.
 - Linear acceleration without physics influence.
- Backtrack (S)
 - The player moves backward, opposite the direction their camera is facing, at 7.56m/s.
 - Linear acceleration without physics influence.
- Jump (Space)
 - Player has a jump velocity of 11.2m/s.
 - This means the player has a vertical of about 6m.
 - Horizontal jump distance changes based on movement type and direction.
 - Standing = 25m.
 - Walking/sprinting = 30m.
 - Players have significant air control in Cyberspace.

Keys presented above are default PC controls. These key bindings will be editable by the player to whatever key they prefer through an options menu.

cyberspace-movement.png

Programs and Drivers (Control)

In Cyberspace, players interact with the world through Programs and Drivers.

Programs can be used on the environment (called [Utilities](#)), enemy AI, and players. Drivers only affect the player's Cyberpawn.

Players have the option to use either Targeted Programs or Area Programs - they can aim Area Hacks. Trying to apply a hack when an enemy/Hackable is not in range will cause no effect to occur.

Note: Area Programs will likely be removed when Program minigames are added along with other Cyberspace combat features like enemy connections.

- Execute Target Program (Left Mouse Button)
 - A visual effect occurs.
 - Cyberpawn plays an animation.
 - A minigame appears the player controls with the Left Mouse Button.
 - If the player fails the minigame, a visual and audio effect occur, but nothing happens.
 - If the player succeeds in the minigame, then continue.
 - The Program is applied to the target.
 - Enemies/Teammates receive the Program's effect.
 - Environment objects toggle their state.
- Aim (Mouse Input)
 - As the player moves the mouse, an area indicator will track it.
- Execute Area Program (Right Mouse Button)
 - Cyberpawn plays an animation.
 - The area indicator and Utilities within plan an effect.
 - A minigame appears the player controls with the Left Mouse Button.
 - If the player fails the minigame, a visual and audio effect occur, but nothing happens.
 - If the player succeeds in the minigame, then continue.
 - The Program is applied to the target.
 - Enemies/Teammates receive the Program's effect.
 - Environment objects toggle their state.

Enemy Programs apply a specific effect determined by the player's equipped Program. Players will have a large variety of Program effects ranging from stunning, to behavior changes, to outright possession and control of the enemy's Meatsack.

Teammate Programs apply a specific effect determined by the player's equipped Program. Players will have a large variety of Program effects ranging from buffing Augments, to displaying Cyberspace information, to changing weapon properties.

Utility Programs have a single, consistent effect. Doors will open or close, lights will turn on or off, barriers will raise or lower, and

turrets/traps will activate or deactivate.

- This effect is predetermined and occurs regardless of player Loadout.
- Utilities can be Cyberspace only, Meatspace only, or both.
 - The differences here will be made obvious through color-coding and UI information.
- These effects change the geometry of the space and can be used to solve puzzles, complete Contracts, or get an upper hand against enemies.

Note: For a list of Hacks and Hackables, see [Hacks and Hackables](#)

Note: How hacks work is still in discussion and is subject to change as we find the best method for executing hacks. Should hacks have a limited resource? How do we target enemies?

The Meat Locker is how the player spawns and respawns. When in Cyberspace, the player hits the interact key (Default is "F") to spawn or respawn.

Note: In the future, interacting with the Body Locker in Meatspace will present the Meat Magazine UI, allowing the player to select a new Meatsack and change bodies. The Meat Magazine will be controlled similarly to the Augmenter and Gear Printer.

Area Programs

The area is indicated through a circular radius displayed on the ground of Cyberspace. This area is technically cylindrical shaped to account for flying enemies. When clicking the right-mouse button, players can interact with multiple Utilities or enemies that are within this area in Cyberspace at once.

- This interaction can apply a Program to different types at the same time.
 - If an enemy and a street barrier exist within the player's area indicator, then separate Programs will be run against both the enemy and the street barrier.
 - This example could culminate in the player being able to stun, then kill an enemy while stunned, and take cover behind a barrier that is raising.
 - The simplicity of this control scheme can enable developers to focus on creating Programs that are interesting, efficient, and entertaining

Targeted Programs

Players in Cyberspace can also interact with objects in Cyberspace on an individual basis, if necessary. This is based on proximity, whichever object the player is nearest to will receive the Program's effect. This target is indicated with a blue line drawn between the Cyberpawn and the nearest target.

Note: This proximity control will likely be replaced with something more precise or predictable such as the player's crosshair.

Player Progression

This page details player progression. It includes how player experience is calculated and other systems related as such. It also includes a comprehensive list of the rewards and unlocks at each level.

Why Player Levels?

Like many games, *Zero Day* uses a level system to support player progression. This system serves many purposes to improve player experience and allow us to control/pace that experience.

- Allows player pacing.
 - Early on, we limit the player's options as they try to understand a game they are new to so they aren't overwhelmed.
 - As players improve their skills, they earn new Equipment to try out.
- New equipment creates gameplay variety.
 - Players who have 100s of hours haven't spent that entire time with no gameplay change.
- Players need a sense of progression to feel engaged.
 - Levels allow us to show the players that their time investment has results.
 - This also gives players something to look forward to.
- Levels and Influence build on our revolution theme
 - As players gain more ground in the revolution they gain more support.
 - With more support and better access to resources, the player's access to equipment improves.
 - Delta Wave rewards its more successful agents with access to better equipment.

How Progression Works

Whenever the player ends a session, their Dissent is converted into Influence and added to their Influence from previous sessions. As their Influence increases, players gain levels at regular intervals. Player levels then determine the equipment they are privy to. As players level up, they will gain access to new equipment and upgrades.

- This applies to all gameplay modes, but see the Multiplayer section below to see how this progression interacts with Multiplayer Modes.
- This system encourages players to '100%' their runs, maximizing the Dissent and, in turn, the Influence they gain.
 - Extracting with 1 or more Districts at 100 Dissent should provide a big bonus, and having all Districts at 100 should provide a huge special bonus.
- Dissent is converted otherwise 1-1. If the player Meatspace extracts with 1 District at 87 and a 2nd District at 23, they earn 110 Influence.
 - If the player is unable to Meatspace extract, as all their Meatsacks are destroyed, they can Ghostcast back to their Safehouse, then their Dissent is converted at 4-3, costing them some Influence.
 - The people are less inspired, it looks like Delta Wave is struggling to make a difference.
 - Players still get everything stored in the Container and Stockpile.
- Players gain a level at every 1000 Influence they gain.
 - Currently, levels do not scale, as in the value is set and it doesn't take more Influence to gain higher levels.
 - This is because Dissent doesn't scale, the players don't gain new Influence opportunities at higher levels like other games with levels provide.
 - We don't want later levels to feel like a grind.
 - We may implement scaling if testing proves that it feels balanced.
- Every level gain has unlocks.
 - At no point will a player level up and not unlock new Equipment.

Note: These numbers are liable to change for testing. While 1000 is a nice, clean number, it's likely to make progression feel grindy.

Note: A discussion needs to be had about end game - what happens when players hit the level cap? Prestige? Unlock special content? We want to reward players for reaching the cap while also giving them a new goal.

Multiplayer

Players earn Dissent just like in the campaign when playing multiplayer modes.

- Strike Team mode works exactly the same as the Campaign, since it works like a repeatable version of it.
- Territory Dispute rewards losing teams with Influence equal to the Dissent they raised before losing and rewards winning team

with the Dissent in all Districts upon victory.

- District Hostiles rewards winning team with 100 Dissent from the 1 District, the losing team earns 50. Players earn bonus Influence based on their effectiveness during the match.

- Killing enemy player: 1 Influence
- Print piece of equipment: 1 Influence
- Completing Objective: 3 Influence

Note: A discussion has to be had regarding player level and their upgrades in multiplayer as they become an issue of balance. We may opt for a level-based matchmaking system or some kind of loadout limiter. We may also have to consider changing how upgrades work so no matter what level a player is, they never have a mathematic advantage over other players such as the same gun, but with upgrades to make it do more damage.

Level Rewards List

The table below represents every Augment, consumable, Cybernetic, Meatsack, upgrade, and weapon the player unlocks as they level up divided into those categories. This is almost identical to the [Gear List](#) page, but has removed Loot and has been organized for easier reading of progression.

FILL OUT AFTER ALL PLANNED LOOT IS LISTED

Spawning

The act of spawning as a player in Zero Day is relatively simple. Unlike Dystopia, teams do not spawn in waves. Individuals spawn at the Body Locker when they choose to. The Body Locker is located in the Container and is always available for use.

- Players will travel to their Container in Cyberspace and interact with the Body Locker within.
- Players can minimize their time to respawn and travel by moving the Container closer to the Districts they are active in.
 - This gives player more freedom for progression while also rewarding Dissent increases.
 - Dissent is required to move a Container.

When the player interacts with a Body Locker in Cyberspace, a menu will be presented to them. This menu is the Meat Magazine, and it presents the player with their Meatsack options. Before spawning, the player must select one of the presented Meatsacks.

- The Meatsacks presented in the Meat Magazine are those crafted by the player.
 - The Meatsacks cannot be customized in the Container like they can in the Safehouse.
 - This encourages player planning and meaningful decision making.
 - Each Meatsack can have unique attributes, so players can choose one Meatsack over another depending on their situation.
 - For more information on Meatsack customization, see [Body Locker](#)
- When a player selects a Meatsack, it is removed from the roster.

Body Swapping

Since each Meatsack is potentially unique, with its own Augments and Cybernetics, players may find it advantageous to swap between Meatsacks even if the one they occupy is still in good condition (has high hit points). To encourage this type of decision making and player planning, players will be able to swap between Meatsacks at the Body Locker. To do so, they simply approach the Appliance, interact with it, and they are presented with the Meat Magazine. From here, the player can choose a new Meatsack.

Once a new Meatsack is chosen and the player has spawned, the old Meatsack is added back into the Body Locker. The old Meatsack retains its state.

- It is not healed or restored when inside the Body Locker. Its hit points remain the same
- All Augments and Cybernetics are kept
- All Weapons, Resources, and Consumables are transferred to the new Meatsack

Queue

Upon successful Body Locker interaction, players will be put into a spawning queue. A spawning queue exists, in case there are players currently spawning at that Body Locker. Once the player's place in the queue has been reached, and they confirm they are ready to respawn, they will spawn from a Body Locker in the Meatsack they have chosen.

Process

The process of spawning at a body locker is not instantaneous. This serves as a method to notify players that are currently jacked into cyberspace that they are being respawned, to notify AI enemies to temporarily stop pathing to and back away from them, and for the body locker to play a satisfying animation.

Locations and Safety

Every District has a designated location for the Container somewhere within its perimeter that is available to the player as soon as Dissent in that District is high enough to unlock said location. Once unlocked, the player is free to interact with a terminal at that location. After a short animation, their container appears, opens, and is fully functional.

- The Container is free from enemy presence.
 - Enemies cannot shoot into or enter a Safehouse.
 - Player should feel no pressure or danger inside a Safehouse.
 - We want players to take their time to plan and make meaningful decisions when in the Container.
- The Container location should never be more than 75m from any other location within its District.

So long as the player has Meatsacks in the Body Locker, the player will always respawn.

Note: For more information on The Container, see [Safehouses](#)

Respawning

Since players cannot permanently heal in *Zero Day*, players' Meatsacks will frequently die. When a player dies, their Meatsack drops and the player is automatically jacked into cyberspace. To respawn, the player must return to the Body Locker. At that point, they spawn just as they would when first entering the game.

- When a Meatsack has 0 hit points, it is lost permanently.
- All material and loot in the Meatsack's inventory is dropped.

Note: Meatsacks act as the number of lives a player has, and when all Meatsacks are destroyed, the player enters a lose state. How old school!

Note: Braincases are an option and we will continue to discuss how a Braincase mechanic can be implemented to make respawning more strategic and interesting. With this mechanic, players' dead Meatsacks drop a braincase and their teammates can return the Braincase to the Body Locker and respawning via the Braincase would grant some form reward for the additional effort beyond simply respawning.

Cyberspace Overview

This page is dedicated to an overview of Cyberspace, the second layer of our dual-world gameplay.

What is Cyberspace?

In *Zero Day*, [Cyberspace](#) represents a network created by internet, cellular, satellite and microwave signals.

- Naturally, Cyberspace supports our **Cyberspace** pillar.

Anyone with a [Cyberdeck](#) - which includes every player - is able to connect to and navigate this digital fabric.

This second world is free from the laws of physics and human needs, representing a release from the harsh, gritty [Meatspace](#) that humanity is tiring of.

- The relationship between Meatspace and Cyberspace is an interesting place of tension; people moved to Cyberspace originally to escape the bounds of Meatspace, but now feel trapped in Cyberspace, where the quality of their very existence feels blurred.
- In Cyberspace, players have a range of abilities, and great freedom of movement to represent this; these abilities are reliant on building connections.

Cyberspace closely mimics the Meatspace world architecture for gameplay necessity. Players will want to orient themselves and understand where they are in relation to their teammate and enemies in Meatspace.

- While the world architecture may be similar, Cyberspace has many unique features between the world and how the players exist within it through their [Cyberpawn](#).

Cyberpawn

The Cyberpawn is the player's presence in Cyberspace; it contains their [Ghost](#).

To support our **out-of-body** theme and the **player freedom** goal, Cyberpawns will have a vast array of customization options.

- Meatsacks are just a blank canvas used to carry [Gear](#), the Cyberpawn is really the player.
 - This should help the Meatsack feel disposable.
- Customization option range from the player to the environments.
 - Player customization can include:
 - Trails, colors, icons, clothing, wings, capes, pets, the sky is the limit!
 - Environment customization can include:
 - Hack indicator art, environment color, hackable color, global particle effects, HUD appearance, etc.

Cyberpawns are powerful and come with a wide range of abilities called [Programs](#) and [Drivers](#).

- More powerful-feeling than a Meatsack.
 - Navigation and platforming is fast and smooth in Cyberspace; it feels free.
 - Players will find situations where their Meatsack struggles to solve problems easily overcome by Cyberspace actions.
 - In Cyberspace, players can use their abilities which can have devastating effects on enemy AI.
- Programs are active-use Cybernetic Implants players use to affect Nodes.
- Drivers are passive Cybernetic Implants players use to improve their Programs and navigation.

Technology Background

Originally existing as a means to visualize data, Cyberspace was previously only accessible via [Jack-In-Points](#). The data that was visualized existed on physical hardware, such as servers or networking hardware located within closed-networks. Each closed network was displayed in a unique way to the [Decker](#), due to the network's architects and functions. However, all Cyberdecks would provide a similar experience to Deckers with regards to movement and interaction. This tier of Cyberspace technology is seen in the previous title, *Dystopia*, where players could only access Cyberspace through Jack-In-Points and had its flexibility limited by the functions on the accessed server; Cyberspace was unrepresentative of the physical Meatspace environment.

As technology progressed, the need to connect Cyberspace networks together grew as the corporations moderating them acquired smaller corporate Cyberspace networks and needed access to them. Over time, many closed networks became linked to or replaced by a larger, distributed and decentralized network. This larger network was mapped to Meatspace, and served as an easier entry-point to more complicated closed networks containing sensitive data. Many of these closed networks still exist, but require

special authorization to access from the modern Cyberspace, or a proximity link via a Jack-In-Point.

Cyberspace, in the universe of *Zero Day*, has been constantly advanced through improvements in technology. The latest iterations have moved toward being more familiar to humans than previous versions. These new iterations more closely follow the constraints of the physical world, and display less raw data and text, opting for bright lights and highly-saturated colors instead, making the space more readable to inexperienced users.

Why Cyberspace?

Cyberspace is the largest feature and USP of *Zero Day*.

Cyberspace poses an innovation in game design with the concept of dual-layer gameplay. Players are able to seamlessly move between two different worlds; each world has its own feel and gameplay style.

This dual-layer gameplay opens a huge number of options for gameplay, bringing variety, complexity, and strategy to the shooter genre. In the case of *Zero Day*, Cyberspace builds the Cybergrit world, story, and is used extensively through the game play to offer an experience that cannot be found anywhere else in gaming.

Cyberspace Core

Cyberspace act almost like a second game; so, similar to the Design Overview for all of ZD, Cyberspace receives its own core, pillars, and goals.

While the core, pillars, and goals of the entire game are still addressed in Cyberspace, Cyberspace is complex enough to warrant its own direction.

At its core, Cyberspace is about MAKING CONNECTIONS.

Cyberspace Pillars/Goals

In Cyberspace, our pillars and goals are one and the same.

- **Cyberspace** is a pillar of the game in general, and it makes sense for it to have its own pillars since it is effectively like a second game layered atop Meatspace.

The Cyberspace pillars are as follows:

- **Fast, elegant gameplay:** Players should feel powerful, but still feel the technicality of a Cyberspace interaction.
 - We do not want Cyberspace to feel so complex and technical that the gameplay feels slow.
 - Meatspace is slow, and we need that contrast.
 - Slowness feels like weakness, and Cyberspace is powerful and freeing.
 - We do not want Cyberspace to feel so simple it doesn't feel like Hacking.
 - We want players to feel they are performing something highly technical, not simply flipping switches.
 - All Cyberspace interactions should feel consistent.
 - To ensure elegance, everything in Cyberspace interacts the same way and behaves consistently.
- **Solves Meatspace issues:** Players can overcome Meatspace obstacles with Cyberspace.
 - Meatspace can always brute force a solution, but at a cost.
 - When Meatspace solves problems, it costs Printed items, which are a valuable finite resource.
 - Cyberspace is cheaper than Meatspace.
 - Solving Meatspace issues in Cyberspace is a matter of using energy, an infinite resource.
 - Risk of failure in Cyberspace is much lower than Meatspace: it does not consume Meatsacks.
 - Cyberspace is faster than Meatspace.
 - Cyberspace platforming can reach areas faster than Meatspace.
 - Meatspace relies on Cyberspace information to move effectively.

Our goal is to support each of these pillars/goals in each aspect of our Cyberspace gameplay.

Gameplay

Cyberspace has a plethora of unique gameplay mechanics to differentiate it from Meatspace.

Our dual-layer gameplay offers an exponential increase in gameplay possibilities. Cyberspace gameplay, Meatspace gameplay, and the crossover between the two.

Below are Cyberspace's exclusive gameplay features. This should also give a sense of how Cyberspace may play and how players

will use it to benefit their Team during Missions.

Energy

While in Cyberspace, players have an energy pool that drains with the use of their Programs and Node connections (more on Nodes below).

- Node connections cost a relatively low but set cost of Energy.
 - All Node connections cost the same.
- Programs are chosen by the player while in the Bunker.
 - Different Programs have a different Energy cost.
- This encourages players to make meaningful decisions.

When the player has 0 Energy, their Cyberpawn becomes limited in its interactions - this is usually when it is best to return to the [Container](#), pick a new [Meatsack](#), and respawn.

- Players are able to use Cyberspace after death up until they run out of Energy.
 - This supports our **unique death mechanic** goal.

As Dissent increases and the game goes on, the maximum Energy pool increases.

- This means players get a sense of progression throughout the Mission, getting more powerful as time goes on.
 - This supports our **short and satisfying game loop** goal by rewarding player's continuous success.
- Players will become more powerful in Cyberspace as their energy increases.
 - They gain access to more powerful Programs.
 - They are able to use more Programs/make more Node connections at a time.

Teammates in Meatspace act as a source of Energy. So long as your Cyberpawn is within a small radius of another player, your Cyberspace Energy slowly increases over time.

- This encourages players to stick together, even transcending the dual-layers.
- [Jacking-Out](#)/being in Meatspace allows for a rapid regeneration of Energy.

Nodes

Cyberspace interactions are always carried out through Nodes.

- This supports our **fast, elegant gameplay** Cyberspace goal by keeping interactions consistent and easily identified.
- Everything that can be interacted with has a Node from enemies to the environment to Contract objectives.

Nodes are spherical points scattered throughout Cyberspace and represent points of data that can be connected.

- Players connect Nodes by interacting with them, when two Nodes have been interacted with, and they are within a radius of each other, a connection is made.
 - This supports our Cyberspace core of **making connections**.
- Node connections can connect enemies, solve Contracts, change the environment, etc.
 - Players may want to connect multiple enemies so a single Program effects them all or may need to connect a door to the network so it receives power and Meatspace players can open it.
 - This supports our **solves Meatspace issues** Cyberspace goal.
 - Often times, players will work within point clouds to connect multiple things to a nearby network hub.

There are three Node types: Enemy Nodes, Nav Nodes, and Node Clusters.

- **Enemy Nodes** are nodes that relate to Enemies.
 - In most cases, these nodes are over the heads of the enemies.
 - Some enemies can have multiple nodes.
 - When the player wants to interact with an enemy through Cyberspace, they do so by targeting the enemy's Node.
- **Nav Nodes** are nodes that connect spaces of play throughout the levels.
 - Nav Nodes are primarily used to lead the players to interesting areas.
 - These Nodes are also used by [Utilities](#) and [Vandalisms](#) so Cyberspace players can interact with Meatspace.
 - Follow the Nodes is a good principle for players to have, as the Nav Nodes will direct players to more gameplay, and therefore, [Loot](#).
- **Cluster Nodes** are functionally identical to Nav Nodes, but are closer together and concentrated in areas dense with gameplay such as Contract locations.
 - These nodes are part of a 'point cloud' and the gameplay is primarily focused on point cloud navigation.
 - Since different nodes can have different effects (more below) this encourages meaningful decision making and supports

our **player freedom** goal.

- Players may choose to grow the Node tree differently based on the effects of the nodes.

Nodes can also have modifiers. Node modifiers are a semi-random effect applied to Nodes that alter their behavior to make creating Node trees more interesting for players.

- Which Nodes receive which modifier can be randomized to improve replayability and force players to strategize on the fly.
- For example: Encrypted Nodes are always have a more difficult minigame, Defensive Nodes create a temporary Area of Denial, Energy Nodes give the player an Energy boost, and Alarm Nodes trigger and Incursion/increase Dissent.
- Node modifiers can be on any type of Node - this includes enemies.

Note: These are simply examples of the possibilities of Node modifiers, not set design.

Node Minigame

When interacting with Nodes, player are greeted with a small mini-game like mechanic.

- This mechanic ensures that players feel as though there is a skill-based element to hacking, keeping it refreshing and exciting.
 - This also means there is an element of mastery.
- This minigame also allows designers to modify interaction.
 - Minigame arrangement and difficulty can be modified during specific gameplay events.
 - Enemies could make the minigame harder.
 - Some Nodes may be more challenging to interact with, but offer rewards.

This minigame is simple - when interacting with a Node, an interface expands from it. This interface displays a circle closing in on the Node. Between the Node and the closing circle is a zone; should the player press the interaction key while the circle is inside that zone, the interaction completes immediately. If the player fails to do this, the interaction still occurs, but there is an additional Energy cost and the interaction takes more time to complete as the circle closes all the way to the Node.

- This supports our **short and satisfying game loop** goal as successfully completing several hacks in a row this way is rewarding.
- This minigame is easily completed in less than a second; this makes interactions feel somewhat complex without massively slowing down Cyberspace gameplay.
 - This supports our **fast, elegant gameplay** Cyberspace goal.
- This ensures there is no true 'fail state' for interactions, minimizing player frustration.

Cyberspace Enemies

Players can interact with Meatspace and Cyberspace enemies by targeting their Nodes with Programs.

Generally speaking, Programs are a cheaper, more cost effective way of dealing with Enemies than Meatspace Weapons.

- Enemies can always be brute-forced in Meatspace.
 - This costs ammo and time.
 - Cyberspace always makes this a more efficient interaction.
 - This supports our **solves Meatspace issues** Cyberspace goal.
- Enemies can form small Node trees or the player can create enemy Node trees by connecting them.
 - Hierarchies allow players to run Programs on multiple targets at the same time.
 - Hierarchies can also be used by enemies to protect a powerful target or give weaker enemies new abilities.
- Antivirus are Cyberspace only enemies that target Cyberpawns.
 - Antivirus primarily interact with the Cyberpawn by draining player Energy.

Enemy Deckers

If players have access to Cyberspace, it makes sense the Corps AI will too.

These enemies are called [Deckers](#) and have similar hacking capabilities to the player. Their priority is to pose a challenge in Cyberspace.

Enemy Deckers can effect Cyberspace and interaction in several ways:

- More challenging connections - within a radius, the Node minigames become more challenging.
- Increases cost - running Programs on Nodes have a higher Energy cost.
- Hijack nodes - the Decker can invalidate a Node tree by taking control of the Nodes within it.
- Reveals Meatsacks - If a Decker finds the player's Meatsack, they can tag it, which attracts enemy AI.
- Area Denial - Deckers can create Areas of Denial (More info below).

Note: These are simply examples of the possibilities of enemy Deckers, not set design.

Programs and Drivers

Programs and Drivers are abilities the player has access to while in Cyberspace.

Programs are active abilities that the player can apply to Nodes. Drivers are abilities that improve aspect of the Cyberpawn or the effects of the Programs.

Players use Programs by aiming their cursor at a Node and interacting with it. Players use Drivers by simply activating them.

- After the minigame, whichever Program the player has equipped at the time is applied to the Node.
 - Players can select Programs through keys on the keyboard or a radial menu.
 - Drivers do not start a minigame, and are simply put into effect.
- Each Program and Driver has a cost associated with it.
 - This cost is tiered, so the player can use more powerful versions of those Programs/Drivers as they gain more energy as the progress through each Mission.
 - This supports our **short and satisfying game loop** goal.
 - This encourages meaningful player decisions, allowing them to choose effects, the strength of them, and make the strategize with their Energy and Drivers.

The player Loadout has limited Implant slots based on the Meatsack type.

Players can fill these Implant slots with their choice of Augments, Drivers, and Programs.

- This supports our **player freedom** and **simple inventory management** goals.
- Players choose what goes into these slots while in the Bunker, before starting each Mission.

Platforming

Since it has significantly greater mobility than Meatspace, Cyberspace gameplay features a fair amount of platforming.

Platforming allows Cyberspace players to move quickly through the environment and gain access to hard-to-reach locations.

Platforming plays a large part in building Node trees, completing Contracts, and overall navigation.

Areas of Denial are zones within Cyberspace that negatively impact the player.

- This can be draining of energy, harming their Meatsack, causing Incursion, etc.
- Areas of Denial can be found throughout the world randomly and can force players to form different strategies for fighting enemies, completing Contracts, and how they for Node trees.
- Areas of Denial can also be created by Nodes and Enemies dynamically.

Jacking In

Jacking-In is when the player transfers their [Ghost](#) from their Meatsack to their Cyberpawn, thus entering Cyberspace.

The act of Jacking-In can be performed at any moment without any requirements for the player. This is meant to lower the entry-barrier for interacting with Cyberspace, when compared with *Dystopia*. Jack-In is quick, with an interesting transition between Meatspace and Cyberspace, that aids in the introduction of Cyberspace for new players and reinforces the physical separation between the two. This supports our **out-of-body** aesthetic.

Allowing players to Jack-In at will also allows better team coordination and information gathering. Instead of having specific players engage with a specific location and feel obligated to only that type of gameplay, 'Wifi' Cyberspace allows players to make meaningful decisions on the fly. Players may change up who is in Cyberspace and who is in Meatspace while considering many different circumstances such as Loadout, enemy types, player health, player location, etc. All players are encouraged engage with Cyberspace from time to time and advanced players will become experts at balancing the two spaces to their advantage.

Using a [Jack-In-Point](#)(JIP) is still an option in *Zero Day*, and provides the players with some benefits.

Note: The advantage of using a JIP and the constraints of 'Wifi' connection have yet to be fully discussed and are subject to change. Previous discussions included limiting Wifi range or abilities, having Cyberspace locations only accessible through a JIP, and removing energy limits when using a JIP.

Information Gathering

Cyberspace allows players to efficiently gather information that would otherwise be impossible or challenging to gather. This information can prove invaluable to all members of the team, Meatspace or not. The amount of information we can display in Cyberspace is virtually limitless, but we will allow players to determine what they want to see. As developers, we will also make a concerted effort to make this information build on our themes and atmosphere, enhance our pillars, and make gameplay more engaging.

Information can be displayed for many different in-world systems such as Appliances, Contracts, enemies, environment, players. Below is a list of possible pieces of information for each of these systems that we could show the Cyberspace players.

- Appliances
 - Paths towards
- Contracts
 - Guidance towards next step
 - Possible consequences of actions: Incursion spawning, enemies nearby, time estimate.
- Enemies
 - Statistics such as: Health, Status effects, Damage numbers.
 - Additional Information: Loadout, Name, level, serial code.
 - Gameplay effects like: Patrol points, Commanding unit, Line of Sight, Aggression level.
- Environment
 - Danger areas
 - Loot/junk, Dropped weapon statistics
 - Utilities, Vandalism, Etc.
- Players
 - Health, Status effects, Damage numbers
 - Loadout
 - Name/level

Communication

Cyberspace players will want to share their information with teammates to help Meatspace players gain important information with minimal background noise.

Note: The method for this communication still needs discussion. Naturally text and voice chat can be used, but we have also discussed allowing Cyberspace players to tag objects, pin information to teammate HUDs, and reveal 'windows' into Cyberspace for Meatspace players.

Appearance

Cyberspace exists as a world that is mapped onto the physical world, with the exception of some Cyberspace-exclusive platforms and passageways. While Cyberspace is similar in shape to Meatspace, it shares minimal visual similarities. Most of the impermanent objects of Meatspace, such as crates and cars, simply do not exist in the digital world; replaced by more lively representations of human life as a majority of interpersonal interactions now occur within the digital world.

- This means some areas are only accessible in Cyberspace, as some walls in Meatspace will disappear and Cyberspace-only platforms will be accessible.
 - Some platforms and areas may only be accessible when Dissent is above a certain level.

Shapes in Cyberspace are illuminated by a variety of colors, each serving its own function. Objects that can be manipulated in Meatspace from cyberspace are represented by warmer colors, while objects that cannot be manipulated are shown in colder shades. This distinction clearly indicates to player what they can and cannot interact with. Enemies are further enhanced through unique visuals and information displays allowing the player to predict their route, sight-lines, and condition (health).

Hacks and Hackables

This page contains a comprehensive list of all Hacks and Hackables. This includes all possible Hack effects and their stats and all environment objects that can be hacked and their states.

What is a 'Hack' or 'Hackable'?

Hacks and Hackables are how players interact within the digital world. That is not to say that Hacks and Hackables are limited to the digital world, however. In fact, the goal is for Cyberspace to have significant impact on its physical counterpart, Meatspace.

Hacks are actions performed by the player to something else. For the sake of clarity, Hacks target animate things such as Enemies and Teammates.

- Hacks can have wide ranging effects depending on player loadout.
 - Effects range from stunning enemies to temporally improving teammate accuracy.

Hackables are objects, usually inanimate, that receive hacks. This includes anything, but for the sake of clarity, when talking about Hackables, we are referring to simple objects don't have intelligence.

- Generally, these are toggle effects such as opening/closing a door or turning a light on/off.
- These act more as the player's interaction with the world when in cyberspace, and less like other Hacks.
 - The player doesn't customize these effects.
 - The player is always able to interact with Hackables regardless of loadout.

Why Hacks?

Hacking is once of the many ways we empower and free a player when they are in Cyberspace. This helps our out-of-body theme to an extent, but does so much more for the gameplay. This helps our player empowerment, tactics, and pacing. Cyberspace in general has these benefits as well.

Overcome any Meatspace obstacle. Hacks and Hackables allow players to interact with their world in a way their Meatsack never could. This means players will often be stumped in harsh reality, but have freedom in Cyberspace.

- Environment Hackables can often block the players in Meatspace, but Cyberspace can clear the obstacles.
 - A door blocks an alley that can be hacked open.
 - A power station electrifies a floor a hack can turn off.
 - Players need to get to a floor only accessible by elevator which can be activated with a hack.
- Enemies can make areas too dangerous for the players to navigate in Meatspace
 - Hacks can stun groups of enemies, allowing the team to pass through.
 - Hacks can buff the players, allowing them to attack the enemies with a higher chance of success.
 - Hacks can distract the enemies, leading them somewhere away from the players.

Assist your team to victory. Meatspace is unforgiving and brutal. Your team will often find itself in dire situations where the best answer to the problem is hacks.

- Someone in Cyberspace can use the hacks at their disposal to take some pressure off the team, specifically the Meatspace players.
 - Examples of this are listed in the bullet points above.

Change your playstyle. Hacks offer the players a way to interact with the world that doesn't come from the barrel of a gun.

- Hacks and Cyberspace give players an opportunity to play *Zero Day* differently.
 - Hacking doesn't work like shooting, and requires a different frame of mind to play.
- This allows players to pace themselves, which alleviates player fatigue and boredom.

How Hacks Work

To execute a hack, players first have to enter cyberspace, the digital side of our dual world, and a less restricted representation of the physical world.

In Cyberspace, enemies, Hackables, and teammate receive a highlight, indicating that the player can interact with them.

The player has slots for their Cybernetics (hacks). The player can select which of these hacks they want to use using the number keys (1-4) or the scroll wheel. Once the player has selected the effect of their hack, a single button press applies it.

- How the hack is applied and what the player clicks is detailed in 'Hack Types.'
- This simple One-Click-Hack method is meant to empower the player.
 - They feel that executing powerful hacks that disrupt their enemies and for the world is at the tips of their fingers.

Note: Further testing may prove that this method for hacking is too simplistic. While enabling the player, this method detracts from hacks feeling 'cool' or technical. Targeted Hack could be mouse aim based and Area Hack be proximity based.

Other ideas include: Holding for as long as you want effect to occur, having enemy weak points that must be targeted, playing a small minigame, player types hack name, a MOBA-inspired power system, etc.

Enemies that have access to Cyberspace, such as the Magistrate and Corp Cyberdecker, have access to the same set of Hacks as the players. For more information on what enemies can Hack and what Hacks they use, see [Enemies](#)

Hack Types

The player has two different methods to applying their hacks. They can use an Area Hack or a Targeted Hack.

- These two versions allow the player lots of freedom in terms of applying hacks where they want them but keeps controls simple and constrained to the mouse.
 - Players can use combinations of Target and Area hacks to get desired effects.
 - Stun 4 enemies, then make the 5th enemy attack the stunned ones.
 - Since hacks can have complex effects, complicating the controls can make them unmanageable.
- Two types of hacks keeps the differences very clear.

Note: These are the most likely hack types, but there is still some discussion to be had on them.

Area Hacks

Area Hacks are indicated by a circular marking in Cyberspace that the player control with the mouse and camera. To initiate the hack, the player simply presses the Area Hack key - PC default is 'RMB.'

Area hacks will have a lessened effect for every additional enemy it hits. A hack that lasts 10 seconds against 1 enemy will last 1 second against 10 or 5 seconds against 2.

- Players can area hack as many environment Hackables as they please with no consequences.

Targeted Hacks

Target Hacks are indicated by a line drawn from the player to the nearest object they can hack. This line updates as the player moves from the world, ensuring they always hack the closest object. To initiate the hack, the player simply presses the Target Hack key - PC default is 'LMB.'

Target Hacks always affect a single target, but some hacks may have effects that 'chain' the hack to other enemies.

This is the most likely method players will use to trigger environment Hackables.

Acquiring and Equipping Hacks

Players can print Hacks in their Safehouse. Specifically, they print Cybernetics, which contain the software used when the player executes a hack. These are printed at the Augmenter, then added to the Safehouse inventory.

To equip a Cybernetic, the player uses the Meat Magazine. They interact with the Body Locker, then select the Meatsack they wish to customize. With the Meatsack selected, they see a list of all available Cybernetics and Augments. The player simply drags the Cybernetics into the the empty slot on their Meatsack to equip it.

- That Meatsack is now uniquely capable of that hack - the player can only use those hacks when inside that Meatsack.

Note: there is still discussion to be had on how equip slots work, if hacks will be available in both or only one type of hack, and the level of customizability of hacks available to the player. This information is subject to change.

Note: We may opt for Cybernetics to act as hack modifiers, which are Meatsack dependent, while the actual hacks are tied to

the Cyberpawn and are persistent between Meatsacks. This simplifies things, but removes some player control.

Hacking Stats

Hacks have a few stats players will want to consider when choosing their Cybernetics. These stats will be included in the tables below for each Hack. Those stats include: Cooldown Time, Duration, Effect, Material Cost, Name, and Unlock Level.

Cooldown Time is how long after being used can the player use the hack again. This is a span of time, in seconds, that prevent the player from spamming a hack and allows us to balance more powerful hacks.

Duration is how long the described effect occurs for before it ends. This stat is the most likely to be changed when a Cybernetic is upgraded.

- Cooldown begins +after+ the effect duration ends.
- Not all Hacks have a Duration.

Effect is what the hack does upon execution. It's the body of the hack, and its effectiveness is determined by the Duration.

Material Cost is the materials the player needs to craft the Cybernetic. It is likely this will be a consistent cost for all Cybernetics, but some exceptions may apply.

Name is what the hack is called.

Unlock Level is the player level required for them to unlock access to print this Cybernetic at the Augmenter.

Note: Unlock levels have yet to be discussed.

Hacks List

The following is a list of Hacks available to the players. These hacks apply to enemies and teammates. For environment hacks, see the Hackables list. While all Hacks are Cybernetics, not all Cybernetics are hacks; for more information, see [Augmenter](#)

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Enemy Hacks

Name	Unlock Level	Material Cost	Effect	Duration	Cooldown Time
AI Control			Player takes complete control of enemy and controls it similar to their Meatsack.		
Behavior: Aggro			Enemy becomes aggressive, leaving cover and charging players.		
Behavior: Preservation			Enemy becomes cautious, taking cover and rarely shooting.		
Cortex Bomb			Detonates the enemy, damaging all nearby Meatsacks.		
Datamine			Enemy weakness is displayed to Meatspace players for critical damage.		
Deadzone			Traps enemies		

Activation			inside designated space.		
Force Eject			Only works on Cyberspace enemies: Jacks them out and locks Jack-In on a cooldown.		
Location Broadcast			Enemies now appear to players through walls.		
POI Router			AI enemies are attracted to your Cyberspace location.		
Scramble IFF			Enemies attack each other.		
Sensor Blindspot			Enemy can no longer detect friendly players.		
Super Dox			Crashes Cyberspace in region, no one can enter Cyberspace and AI shuts down.		
System Lockout			Enemies are rendered unable to move for a duration.		

Teammate Hacks (Buffs)

Name	Unlock Level	Material Cost	Effect	Duration	Cooldown Time
Antivirus Install			Makes player immune to next Hack.		
Augment Overdrive			Player Augments' effect are increased by 10%		
Augment Coolers			Player Augments cooldowns are reduced to 0 instantly.		
Cyberguide			Player can guide their own or teammates' Meatsacks using Cyberspace pings		
Corpse Walk			Your dead Meatsack stands back up, drawing enemy fire.		
Cyberview			Allows teammate to see Cyberspace information.		
Meatsack Camera			Places a window on the Hacker's Cyberspace HUD letting them see		

		what the hacked Meatsack sees - can be used on self.		
Stealth		Allows for one Meatsack to go undetected by enemy AI / makes them invisible to other players.		
TAC		Player gains heavy aim assist.		

Note: The blank columns are present as these Hacks need to be created, implemented, and tested before we can balance them with those statistics.

Hackables List

The following is a list of Hackables players will find in the environment. The can be Cyberspace only, Meatspace only, or effect both. For Hacks that effect enemies or Teammates, see the Hacks list above.

Hackables don't have the same statistics as the hacks that target players and enemies. Many of the values one could expect with these items would also change on a case-by-case basis such as how long it takes a door to open, so that information isn't here. Instead, below is a list of the Hackables by name then what they do when the player hacks them.

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Platforms

- Hacking moves the platform from location A to B (indicated to player with spline).
- Player can ride these platforms to get to hard-to-reach locations.

Power Conduit

- A power supply in Cyberspace.
- Hacking activates this power supply.
- Once hacked, the supply provides players with reduced Hack cooldowns within a radius.

Global

Barriers

- Wall-like objects imbedded in the ground of the Arcology.
- Hacking them, raises them out of the ground.
- Once risen, they provide cover to your teammates in Meatspace.

Firewalls

- Can only be seen in Cyberspace.
- Passing through one in either Space triggers a wave of enemies to spawn and attack.
- Hack will deactivate.

Security Doors

- Doors that exist and block both Spaces.
- Hacking can open the door.

Meatspace Only

Off-Grid Zones

- Areas that are inaccessible in Cyberspace.
- Players can activate the area with an interaction in Meatspace.

Lift

- Similar to Cyberspace platforms, but they move in Meatspace, not Cyberspace.

Security Camera

- Cameras in Meatspace.
- Hacking the camera allows the Cyberspace player to see from/control the camera.

Shutters

- Metal plates laying horizontally across areas like windows and alleyways.
- Hacking them turns them vertical, forming a solid wall.
 - They can be opened to allow players to shoot out or closed to be used as protection.

Valve

- A valve with controls locked by a nearby terminal.
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Malware: Some enemies have Malware, indicated with a visual effect. Hacking them doubles the cooldown on the hack used.

Inventory, Loadout, and Storage

This page details the features and functions of the player's inventory and loadout. This includes how the loadout is set up, the limits of the inventory, and detailed descriptions of these features.

If you are looking for more specific information about how the inventory/loadout is used, or what they contain, please see the 'Equipment' pages located in the sidebar. For a list all this stuff, see [Gear List](#)

Non-Player Storage

This is all storage that isn't directly carried by the player in their inventory.

Safehouse

The Safehouse is a permanent refuge for the players. It also serves as their personal armory containing all the Appliances used in Printing Gear and a Stockpile. The Safehouse also has limitless storage for Gear.

Note: It is likely that some form of limit will be imposed in the future to keep the Safehouse manageable. We will also have to discuss how this storage is displayed to the player to make it presentable and user friendly.

Container

The Container is a mobile Safehouse that contains some Appliances including a Stockpile. Otherwise, the storage is limited. The Container has storage for Consumables, Meatsacks, and Weapons. Meatsacks are held in the Container's Body locker, Weapons and Consumables are displayed on wall slots.

- Meatsacks and Weapons in the Container already have all Upgrades applied, so there is no need to store Gear such as Augments or Attachments.
- The Container can hold 7 Meatsacks.
 - Meatsacks from the Body Locker have no Gear equipped.
- The Container can hold 20 Weapons.
- The Container can hold 10 Consumables.
 - This does not include stacks of single items, but ten stacks of items.

These values do not increase or decrease based on player count or between game modes.

- Giving larger teams more Gear gives them a double advantage.
 - This ensures co-op and Singleplayer runs feel somewhat fair.
 - It also helps to keep the tension, even with more teammates.
 - It also encourages teamwork and discussion about strategies while prepping in the Safehouse.
 - This ensures that players with smaller teams get more lives per player, which helps to balance them against larger teams for multiplayer game modes.

Note: The values above are a baseline and need further testing. The values can also change based on Unlocks the player gets from progression. For more information on progression, see [Player Progression](#)

Stockpile

The Stockpile serves as an infinite storage of printing materials. The Stockpile has a storage slot for every material in the game, and allows the player to store as much of any given material as they want within technical limitations. The player can find a Stockpile Appliance in the Safehouse and the Container.

- The Stockpile exclusively holds materials, no Gear.
- We want players to feel the satisfaction of amassing materials, but we don't want to harm session tension by letting the player store infinite weapons or Meatsacks in the stockpile.
 - This would cause decision making, particularly relating to Loadout, less meaningful.

The Stockpile is a per-client. While players share a Container and Container storage, the Stockpile is not shared and only holds that players' materials. Depositing and drawing from the Stockpile only affects that individual's Stockpile. Players can transfer materials to their friends through the Stockpile. To do this, they simply interact with the Stockpile in either the Container or Safehouse, select

'Share,' select a teammate from the list of players in the session, select the materials they wish to share, and select 'Send.'

- This encourages teamwork through sharing.
- This also gives players a sense of ownership.
 - Players won't feel 'jipped' by having a teammate use up a lot of material they may have wanted to save.

Note: The 'per client' nature of the Stockpile has been discussed in the past and we may consider team Stockpiles in the future.

Meatsack Inventory

The Meatsack inventory represent the items the player is currently holding on to. This includes Consumables, Implants, Materials and Weapons. This inventory is limited, so the player can only carry so much of a given item on their Meatsack at any given time.

- This limit helps us create tension and agency through resource management which encourages players to make meaningful decisions.
 - Player will have to choose between one weapon and another based on their situation.
 - Players will have to consider the timing to use consumables, and will want to avoid situations where they are out of explosives, but need them.
 - Players will have to choose between implants based on the playstyle they prefer.
 - Players will consider dropping some material because they have found a more valuable recyclable.

Note: All values below are subject to change based on balancing. It is also likely that these values can change depending on player choices, such as purchasing a larger or more expensive Meatsack to get an additional Implant slot.

Consumables

Consumables are one-time-use pieces of equipment that usually give the player a small, temporary advantage at the cost of materials. These include items like temporary healing items and explosives.

Players have 2 Consumable slots in their inventory. This allows them to carry two different consumable items at any one time. These slots stack, though, so the player can have multiple of each item such as 2 grenades and 3 meat patches.

- Different consumables may be limited to different stack sizes.

It is also worth noting that items crafted for use in Contracts take up one Consumable slot. Contract items will only ever take up one slot; in other words, they will stack as high as they need to to not fill all the player's Consumable slots.

- If the player wants to carry two types of Contract items such as Tracking Beacons and Meat Filters, then both Consumable slots will be filled.

Implants

Implants are improvements attached to the Meatsacks. Since they are delicately implanted into the body and mind, they require the Body Locker to do that work. Augments and Cybernetics are set in the Meatsack as soon as a session begins; players cannot change these through the Container, only from the Body Locker in the Safehouse.

Meatsacks have a limited number of implant slots. These slots can be occupied by any type of implant be that an Augment or Cybernetic.

Materials

Materials are gained by recycling junk around the Districts and have a dedicated section of the Meatsack Inventory. Players are able to carry 10 different materials across 10 inventory slots. These materials stack up to 10 when in the Meatsack inventory, unlike the Stockpile which stacks infinitely.

If the player recycles something without space in their inventory, instead of vacuuming the material, the material will sit on the ground where the item was and wait for a player with space to walk nearby, then it will vacuum to that player.

Materials are deposited into the Stockpile by interacting with the Appliance and selecting 'Deposit' and all materials are moved.

- The Appliances pull material directly from the Stockpile, there is no need for the player to carry material on their Meatsack.
 - This is to minimize tedious inventory management.

Players are also able to carry Loot (Weapons, Consumables, Cybernetics, etc.) in these material slot instead of materials. This limits

the types of materials that player can carry by taking up a slot.

- Gear in these slots cannot be accessed by scrolling or hotkeys like in the Weapon/Consumable slots.
 - To equip these, the player must open their inventory and drag the Gear to the appropriate slot, swapping it with the gear in that slot previously.

Weapons

Players can carry 2 weapons: a primary and a secondary. These are the weapon the player can quickly switch between during gameplay.

- If the player picks up a new weapon, it will automatically fill and empty weapon slot.
 - If there are no weapon slots, it will look for a Material slot.
 - If there are no Material slots, it will swap with the player's currently equipped weapon.

Note: Weapon slots are currently type agnostic, players can carry any type of weapon in either slot. A discussion should be had if we want this to be the case, or if limits should be imposed.

Loadout

A player's Loadout refers to all the Gear currently equipped on their Meatsack. This is formed from the selection of Gear that was prepped in the Container before the player began a session. The Loadout is built in-game, during a session, after the player locates their Container. The player is free to change their Loadout at will by returning to the Container and changing their Gear or by finding Loot in the field and swapping their existing Gear for it.

- Players are encouraged to change their Loadout several times throughout a session.
- When a player changes Meatsacks, all Gear and Inventory is transferred to the new Meatsack seamlessly.

Player Death

In this context, player death refers to when the Meatsack they currently inhabit is destroyed. When the player dies, they drop their inventory where their Meatsack was standing (keep in mind a Meatsack can be destroyed while the player is elsewhere in Cyberspace).

When a player dies, their inventory suffers the consequences:

- Weapons suffer a 10% loss of durability and are dropped.
 - Players can recover dropped weapons.
 - Weapons with 0 durability are broken down into their recyclable materials.
- Cybernetics and Augments are lost, being part of that Meatsack.
- Consumables are dropped.
 - Players can recover dropped consumables.
- 50% of held materials are lost.
 - This is rounded up, so a 1 stack material remains a 1 stack.
- If the player wants to save/protect/or guarantee the loot they are rewarded in the end game, they can store it all in the Stockpile.

Note: For more information on durability and weapon stats, see the [Gear List](#)

Note: For more information about respawning, see [Spawning and Respawning](#)

Gear List

This page is a comprehensive list of all the Gear the *Zero Day*. This includes anything and everything the player can use in their Loadout including Looted and Printed Gear.

If you are looking for information beyond a list and statistics, try pages such as [Augmenter](#), [Body Locker](#), [Gear Printer](#), or [Looting](#). Statistics are included in the Gear tables below and described under each heading.

Statistics seen Here will include District, Influence Level, Obtained.

District: The district where this Gear can be found, if relevant.

Influence Level: The influence level required to unlock this Gear, if relevant.

Obtained: How this Gear is obtained - Looting or Printing.

Note: PRinting Cost is absent from this list, this can be seen in the respective Appliance pages instead.

Consumables

Consumables are one-time use items intended to give the player a temporary advantage over their enemies. Consumable stats include: Duration, Effect, Name, Printing Cost, Stack Amount.

Duration is how long the effect of the Consumable lasts once used.

Effect is what the Consumable does when it is activated.

Name is the in-universe name of the Consumable.

Stack Amount is the maximum number the Consumable can have in a single Consumable slot in the Meatsack inventory.

Name	Effect	Duration	Stack Amount	Obtained	Influence Level	District
Adrenaline Shot	125% movement speed	1 min.	2	Both	10	Anywhere
EMP Bomb	Robotic and Cyberspace enemies lose control	10 sec.	3	Both	25	Anywhere
Decoy	Creates hologram that attracts enemy fire	30 sec.	1	Loot	-	BlocHousing, Technology, Sporting, Repository, Archives
Flesh Patch	Player gains additional 25 HP	5 min.	2	Both	1	Anywhere
Frag Grenade	Enemies within a radius take 50 damage	-	3	Both	3	Armory
Meat Patch	Player gains additional 50 HP	5 min.	2	Both	25	Anywhere
Static Bomb	Robotic and Cyberspace enemies lose control	5 sec.	3	Both	5	Anywhere

Meatsacks

Meatsacks are the disposable bodies players use to interact with the physical world. It is the Meatsack that carries Consumables/Weapons and is implanted with Augments/Cybernetics. Meatsack stats include: Health Points, Name, and Speed.

Health Points represent the amount of damage a Meatsack can take before it is destroyed.

Speed speed is how quickly a Meatsack can move.

Name is the in-universe name for that type of Meatsack.

Name	Health Points	Speed	Obtained	Influence Level	District
Heavy	150	3.5m/s	Print	25	-
Light	80	6m/s	Print	10	-
Medium	100	4.75m/s	Print	1	-

Warshells

Warshells are an elevated Meatsack constructed of steel and hydraulics instead of flesh. Like the Meatsack, the Warshell is the player's physical manifestation in *Zero Day*.

Name	Health Points	Speed	Obtained	Influence Level	District
Artillery	300	3m/s	Loot	-	Medium Tier
Loader	250	3m/s	Loot	-	Low Tier
Rioter	400	3m/s	Loot	-	High Tier

Upgrades

Upgrades is a catch-all term to refer to the many different ways a player can improve or alter something that already exists such as their Meatsacks or Weapons.

Upgrades can only be applied using the correct Appliance when in the Bunker, outside of a Mission.

Attachments

Attachments are Upgrades that occupy a slot on a Weapon and alter its function or adds new functions.

- Attachments are not strictly improvements on a Weapon, but an alteration to its function. Usually, there is a drawback and an improvement for Attachments.

Attachments are Printed at the Gear Printer and added at the Fabricator.

- The Weapon receiving the Attachment must already be Printed.
- Attachments can also be removed or exchanged while in the Fabricator.

One, and only one, Attachment can fit into each slot on a Weapon. With 4 slots being the maximum available on a Weapon, a Weapon can have up to 4 Attachments at maximum.

Attachment stats include: Effect, Name, Printing Cost, and Slot Type.

Effect is what the Attachment changes about weapon functionality when attached or what it does when activated during a session.

Side Effect is the drawback to the upgrade.

Name the in-universe name for the Attachment.

Type: A simplified name for the Attachment seen on the development side only.

Slot Type is the location of the Weapon slot the Attachment can be added to. These types include:

- Magazine
- Sights

- Side Barrel
- Under Barrel
- Muzzle

Name	Type	Effect	Side Effect	Slot Type	Obtained
	Accelerator	Damage 110%	Durability 90%	Side Barrel	Print
	ACOG Scope	Cleans up sight picture, adds 2x zoom	ADS time 110%	Sights	Print
	Auto Magazine	Reload automatically on empty	Reload time 110%	Magazine	Gear Drop
	Belt Magazine Feeder	All ammo in one pool, no reloads.	ADS time 110%, movement speed 90%	Magazine	Gear Drop
	Compensator	Recoil 90%	Damage 90%	Muzzle	Print
	Contrast Sight	Enemies are highlighted according to difficulty scale in ADS	ADS time 110%, smaller sight picture	Sights	Print
	Converter	Adds spread to bullets	110% damage, 90% durability	Muzzle	Print
	Corner Shooter	Can shoot at 90 degrees	Damage 90%, accuracy 85%	Muzzle	Print
	Double Magazine	Reload time 75%	Every-other reload time 125%	Magazine	Print
	Drum Magazine	Magazine capacity 200%	Reload time 125%, ADS time 110%	Magazine	Print
	Extended Magazine	Magazine capacity 125%	Reload time 110%	Magazine	Print
	Gadget Launcher	Fires gadget from inventory	Weapon durability 85% Movement speed 95%	Under Barrel	Print
	Gas Relay	Increases fire rate by 10%	Weapon Durability 85%	Side Barrel	Gear Drop
	Grenade Launcher	Launches grenade	Weapon durability 85% Movement speed 95%	Under Barrel	Print
	Laser Pointer	Improves hip-fire aim	ADS time 110%	Side Barrel	Print
	Marksman Scope	Cleans up sight picture, adds 5x zoom	ADS time 150%	Sights	Print
	Reflex Sight	Cleans up sight picture	ADS time 110%	Sights	Print
	Scanner Sight	Passively pings on-screen enemies	No ADS	Sights	Print
	Shield Magazine	Forcefield while reloading	Reload time 115%, Magazine capacity 90%	Magazine	Gear Drop
	Shotgun tube	A single-shot shotgun	ADS time 110%, Weapon durability 90%	Under Barrel	Gear Drop
	Snap Sight	Slight auto-aim to enemy heads	ADS time 150%	Sights	Print

	Sniper Scope	Cleans up sight picture, adds 10x zoom	ADS time 200%	Sights	Print
	Speed Magazine	Reload time 85%	Magazine capacity 90%	Magazine	Print
	Stabilizer	Recoil 85%	ADS 150%, Fire rate 95%	Under Barrel	Print
	Stat Sight	Shows Enemy HP and info in ADS	ADS time 110%, messy sight picture	Sights	Gear Drop
	Static Imprinter	Shots stun enemies	Durability 95%	Side Barrel	Print
	Suppressor	Enemy hearing range is reduced	Damage 90%	Muzzle	Print
	Targetter Sight	Highlights enemy heads during ADS	ADS time 125%, smaller sight picture	Sights	Gear Drop
	Variable Scope	Cleans up sight picture, adds 2x, 5x, and, 10x zoom	ADS time 200%	Sights	Print

Note: Additional columns may need to be added for player Rank unlock and which Missions this Gear appears as Loot in, but those features need to be fleshed out further first.

Note: Statistics such as unlock requirements and Material cost can be found on the Gear Printer page

Implants

Implants is a catchall terms for upgrades that pertain to the player's Meat and Cyberspace pawns. Implant stats include: Cooldown, Printing cost, Duration, Effect, and Name.

Cooldown is how long after the Implant is used it can be used again.

Duration is how long the Implant's effect will last once the Implant is activated.

Effect is what the Implant does when it is activated.

Name is what the Implant is called in-universe, since devs often use different, simpler terminology.

Augments

Augments are upgrades that improve the Meatsack. This is generally an improvement to physical prowess.

Name	Effect	Duration	Cooldown	Obtained	Influence Level	District
Armored Skin	Incoming damage 50%	30 sec.	5 min.	Print	27	-
Cybervision	Player can see world as though in Cyberspace	5 sec.	30 sec.	Both	25	Technology, Shopping
Embedded Projectile	A single-shot rifle in the arm for emergencies	-	-	Both	20	Armory, Manufacturing, Sporting
Hydraulic Skeleton	Melee damage 200%	-	10 sec.	Loot	-	Sporting, Manufacturing, Shipping
Leg Boosters	Movements speed 125%, jump height 300%	30 sec.	2 min.	Both	15	Sporting, Shipping, Transporation
Sound	Player sounds	1 min.	2 min.	Both	18	Garden,

Suppressor	become inaudible					Textiles, Entertainment
Wired Reflexes	Reload time 75%	1 min.	1 min.	Both	10	Chemical, Protein, Armory

Cybernetics

Cybernetics are upgrades that apply the Cyberpawn. They generally improve the player's hacking abilities or Cyberspace movement.

If you are looking for Hacks, see [Hacks and Hackables](#)

Name	Effect	Duration	Cooldown	Obtained	Influence Level	District
Fiber Compression	Allows player to use Fiber-Optic teleportation Appliances	-	-	Print	1	-
IFF Display	Displays target health and implant information to teammates	15 sec.	1 min.	Both	7	BlocHousing, Repository, Habitat
Meatspace Camera	Small box on Cyberspace UI displays Meatsack vision	-	-	Print	14	Garden, Agriponics, Entertainment
TAC	All AI in 50m radius are shown through walls	30 sec.	1 min.	Both	20	Technology, BlocHousing, Transportation
SWT	Player can hear ArcoAI commands, informing them of AI plans (in MP, other-team comms)	1 min.	5 min.	Both	5	All Districts

Weapons

Weapons are predominantly firearms in *Zero Day* and are player's way of dealing physical damage to the world around them. Weapon Stats include: Ammo Type, Class, Durability, Firing Type, Magazine Size, Name, Printing Cost, Rate of Fire, Reload Time, and Slots.

Ammo Type is the type of ammunition Consumable the Weapon uses when fired. These types include:

- Energy
- Explosive
- High Caliber
- Low Caliber
- Special

Ammo types have been vastly simplified so that ammo management is still interesting, but not tedious.

Class is the type of Weapon the Weapon is. These types include:

- Handgun
- Rifle
- Shotgun
- Sniper
- Special

Durability is how many times the weapon can be dropped before it is destroyed.

Firing Type is the way the weapon fires. These types include:

- Continuous (non-ballistics only): So long as the player holds the fire button, the weapon fires until it is out of energy.
- Fully Automatic: So long as the player holds the fire button, the weapon fires until it is out of ammunition.
- Semi Automatic: The weapon fires 1 time each time the fire button is pressed.
- Single-Shot: The weapon fires 1 time each time the fire button is pressed and must then reload.
- Three-Round Burst: The Weapon fires 3 times each time the fire button is pressed.

Magazine Size is the number of rounds that can be fired by the weapon before it needs to reload.

Name is the in-universe name of the Weapon.

Rate of Fire is how many rounds the Weapon can fire in one minute.

Reload Time is how long it takes for the Weapon to restore maximum Magazine Size.

Slots are the slots available for Attachments on the Weapon. These types include:

- Magazine
- Sights
- Sidebarrel
- Underbarrel

Name	Class	Firing Type	Rate of Fire	Magazine Size	Reload Time	Ammo Type	Durability	Slots	Obtained
6-R (revolver)	Handgun	Semi-Auto	1	6	3	High Caliber	5	Sights, Underbarrel, Muzzle	Both
Addler 50.0	Sniper	Single Shot	0.05	1	5	High Caliber	7	Sidebarrel, Underbarrel, Muzzle	Looted
Basilisk 12	Special	Semi-Auto	1	10	6	Explosive	-	-	Looted
Boltgun	Handgun	Semi-Auto	2	12	1	Energy	4	Sights, Basilisk	Both
Bot 16mm	Special	Semi-Auto	0.5	6	4	Explosive	7	Sights, Sidebarrel	Both
ISP 80K	Special	Single Shot	.25	1	4	Energy	5	Sights	Both
L-1NG	Special	Continuous	-	100	5.5	Energy	5	-	Looted
MK 405	Rifle	Full-Auto	7	30	2.2	High Caliber	5	Magazine, Sights, Sidebarrel, Underbarrel, Muzzle	Printed
MK 810	Rifle	3-RND Burst	3	24	2	High Caliber	6	Sidebarrel, Underbarrel, Muzzle	Looted
Rakk 15	Handgun	Semi-Auto	5	15	1.5	Low Caliber	3	Magazine, Sights, Muzzle	Both
RKT00	Special	Single Shot	.05	1	5	Explosive	3	-	Both
RL-41	Sniper	Semi-Auto	2	12	4	High Caliber	8	Magazine, Sights, Sidebarrel, Underbarrel, Muzzle	Both

S3D-3R	Shotgun	Semi-Auto	2	8	4	Special	5	Sights, Sidebarrel, Underbarel	Both
Term 110	Special	Full-Auto	10	110	10	Low Caliber	3	Underbarel	Both
Quetz-Bea m	Rifle	Full-Auto	10	40	3	Energy	5	Sights, Sidebarrel, Underbarel	Both

Recycling

This page covers everything you need to know about recycling in *Zero Day*. This includes why recycle, how to recycle, visuals, and tables that detail every recyclable in the game and how this all relates to printing/upgrading, districts, and player progression.

Why Recycling

Recycling in *Zero Day*, is a an important core feature for several reasons. It enhances our Revolution theme, it provides short-term player rewards, it adds engagement in traversal-heavy areas, it deepens our printing/upgrading/loadout system, and it encourages exploration, which has many secondary benefits.

The Revolution Theme is central to the atmosphere and cohesion of *Zero Day*. Recycling allows the players to engage with the hypothetical civilians of the Arcology in a way Quetzku never would - improving the quality of life for those living there.

- As the player move from District to District, they will effectively clean the streets everywhere they go
- Doing what the authorities won't bolsters the player impression they are pushing back for the people
- Players are seeing the failure of a system, leading to poorly maintained streets and living spaces
 - Without words, this trash solidifies the player belief that the status quo isn't working and needs to be changed

Player Rewards are what make recycling worth doing. Specifically, this provides a very micro gameplay loop that allows players a sense of satisfaction when moving between larger, more stressful gameplay loops.

- Players will feel excited to gather enough material to print a new weapon or Augmentation
- Each object recycled will feel like a small win or success state for the player, giving them a safer gameplay option to default to

Increased Engagement is the result of giving the player plenty to do, reducing player stress, and allowing player to play the game at their own pace.

- When players are moving from point A to point B, recycling gives the players a secondary objecting when traversing
 - This makes traversal significantly less mindless/boring
- This encourages players keep their attention on the game instead of mindlessly walking towards an objective marker
- Players are rewarded for pacing themselves and taking a breather when they need one
 - Player shouldn't feel overly stressed pushing through to the end-game
 - Break-time is not a matter of disengaging with the game, but changing the game loop to a focus on recycling and printing, not combat

Depth to Printing/Upgrading/Loadout is added when the players are expected to gather the resources themselves.

- Players can learn strategies for obtaining the materials they need the quickest or most efficiently to print specific items
- Teamwork is encouraged as player share material earning to help each other build their desired loadout
- Loadouts will feel more personal when a player worked for it

Exploration is more exciting when the player knows what rewards they can earn from doing so.

- Recyclables allow designers to ensure that no matter where a player goes, they can find rewards
 - There are no empty rooms, useless platforms, or dead ends in *Zero Day*, only places to find goodies!
- Players will be excited to explore the environments while looking for the materials they need

Note: If we notice over-optimized, tedious exploration gameplay immerge from hand-placed recyclables, we can opt for a more procedural method of placement and randomization.

How Recycling Works

The Quetzku Arcology our players inhabit is not well maintained. Junk is strewn throughout the streets, living spaces, access corridors, and stairwells of the Districts, we call this junk 'recyclables'. Our players are scrappy, however, and know how to turn this to their advantage.

Recyclables consist of small objects that would be common to find in a dense city such as buckets, cinderblocks, bottles, cables, or phones.

- Recyclables does not include city architecture like pillars, lamp posts, bridges, or buildings

- Recyclables will be created with a consistent logic so players understand what is and isn't recyclable even from a distance
 - To help with this, Recyclables receive a highlight effect as the player approaches
- Players can also recycle dropped weapons, dead enemies, and ammunition
 - This means that if a player find a better weapon and switches to it, they can still recover some material from a previously printed, weaker weapon, minimizing 'feels bad'

Note: We have considered allowing players to only recycle very small objects to begin, but through upgrades, unlock the ability to recycle larger objects with greater material yield.

Players all carry a handheld device capable of breaking down and refining object into basic elements we call materials. These materials could include metal, concrete, plastics, copper, or aluminum.

- These materials would correspond to the type of recyclable that produces them in a logical fashion
 - Tires make rubber, rubble makes concrete, and weapons make metals
- These materials are the same used in printing and upgrading anything in the game

Recycling is a quick process to minimize the tedium of repeatedly performing a minigame, watching an extended animation, or exposing the player to danger when recycling a large quantity of items.

1. When the player is within a 10m radius of a recyclable object, it will highlight to draw the player's attention
2. When the player is within a 1m radius, the player gets the interaction indicator to inform them they are in range to recycle
3. The player presses interact and a short effect/animation plays
4. The object is removed from the game world and materials are added to the player's inventory
5. A small toast message informs the player of the exact materials and quantities acquired

Note: In the past we built the recycling system around a Cyberspace-controlled drone. While having the drone be the core of recycling is no longer the case, it is possible that the player can unlock a drone to manage Recycling with a hands-free approach in the future.

Looting

Not to be confused with recycling, looting refers to a different format by which players can acquire equipment. Loot is pre-printed equipment that the player can use immediately. This can be weapons found in chests, Ammo from the bodies of enemies, Augments stolen as part of a Contract, or consumables left behind in an abandoned apartment.

- Loot can be quite literally anything in the game that would apply to a player's loadout
- Pages such as [Gear List](#) and [Looting](#) contain information on loot
 - You can also find loot tables on these pages

Player Inventory

Players have a limited inventory for loot and recyclables. This encourages two behaviors/loops. It sets a pace for the player returning to the Container and in pushes the player to make meaningful decisions.

Full Recyclables push the player to return to the Container. Players can carry a maximum of 10 stacks of 10 different materials.

- When a player has a full inventory, it is likely the gameplay environment has changed due to different Contracts unlocking or enemy types spawning.
 - Filling the inventory and having the player deposit that material reminds them to check their Container.
 - With infinite inventory, players would likely forget they can change equipment.
 - We want players to frequently change their gear.
 - This creates a more satisfying sense of progression.
 - This also prevents gameplay from getting stale as it evolves often.
 - Players who don't adapt may feel as though the game is grindy or repetitive.
- We want the player to pace themselves, taking breaks from stints of recycling or combat.
 - This will help avoid accidental player fatigue.

Full Loot has the player needing to weight the pros and cons of exchanging loot. Players can carry a maximum of 2 weapons and 2 consumable types at-the-ready.

- Additional loot gathered, beyond what is equipped, will take up material slots.
- Players will most likely be full on loot at the start of a game thanks to their loadout setup
 - Player's loot slots can become empty through play if:
 - Weapons have degraded and broken

- Consumables have been used
- If the player inventory is full, finding loot provides an interesting problem to the player
 - We want the player to consider all the consequences of changing their loadout
 - Changing out a primary weapon could change combat dynamic or effectiveness
 - Changing weapons may lead to an unbalanced team
 - Perhaps another player prefers the found weapon, and you want to take it to them
 - The player may consider which equipment recycles into better materials

Note: for more information about the Player Inventory such as visual description and how it works unrelated to recycling, see [Inventory Loadout and Storage](#)

The Stockpile

The Stockpile is an Appliance found in the Container. It serves as storage for all gathered materials. The Stockpile has an infinite (within computational restrictions) volume, so players can store thousands of materials of all kind within.

- The Stockpile does not store loot
 - Loot must be recycled to be added to the Stockpile
 - This restriction encourages player choice, allowing them to make meaningful decisions instead of collecting and storing everything found
- All other Appliances pull their materials directly from the Stockpile, not the player inventory

Functionally, the Stockpile acts more as a visual representation of a list of materials.

- We want to avoid the tedium of clicking and dragging materials into stacks and organizing
- Players deposit their inventory with a single button press

Player Progression

Recycling provides the players with materials which are directly related to printing and upgrading players' loadouts. This creates a gameplay loop of players knowing what they want to print, exploring, recycling, then returning to the Safehouse after the session to print the new gear.

Note: For more information on printing/upgrading requirements and process, see [Printing and Upgrading](#)

Districts

Different Districts serve different functions to the Arcology. As such, they contain a large variety of objects that exist to serve those unique functions. This changes the recycling dynamic from District to District. For example: The Meat District will have protein containers that recycle into steel and organic material but it won't have anything that recycles into titanium; the Manufacturing District will have armored plating which recycles into fiber glass and titanium but won't have anything that recycles into organic material

- Players are encouraged to make choices based on this information
 - Players may choose to liberate District A over B because A has more copper wire
- Players can find this material distribution information by looking at their District map
 - Info for the current District is displayed on the Cyberspace HUD
 - For more information about the map, see [District Map](#)

When the players leave a District, the longer they are gone, the more likely a recyclable will respawn. This is tied to Dissent - as the Dissent drops due to lack of player presence, recyclables will appear again. This serves two primary functions: it prevents players from accidentally locking themselves out of upgrades by spending all available materials or losing them to death and it reinforces the Revolution Theme; player presence is required for Dissent, and corporations will slowly take back Districts in their absence.

Note: For more information on Districts, see [District Variations](#)

Recyclables List

Recyclable	Materials From Recycling
Plastic Bottles	Polyethylene Plastic
Vehicle Tires	Rubber

Contractor Buckets	Polypropylene Plastic
Construction Plastic Tubes	Polyvinyl Plastic
Glass Pottles	Glass
Nuts, Bolts, etc.	Stainless Steel
Bags of dried concrete	Concrete
Aluminum Cans	Aluminum
Spools of copper	Copper
Piles of batteries	Lithium
Old computers and PCBs	Silicon
Zipties and tubing	Nylon Plastic
Large metal piping	Titanium
Loot Chest	Various Materials, random.
Locked storage closet	

Looting

This page details Loot and the Looting process. It covers how loot works, a list of Loot-exclusive items and some statistics, and more.

What is Loot/Looting?

Looting is when the player obtains a piece of Gear that they did not print. This is most common when the players take items dropped by defeated enemies. The primary source of Loot, however, is as a Contract/Dissent reward. After completing most Contracts or obtaining certain levels of Dissent, the player gains access to locations that contain crates/lockers/boxes/etc. that contain Gear. Gear obtained this way is called Loot.

- This does not mean all Loot cannot be printed, it just means the players picked up something that was already printed.
 - Some loot cannot be printed, more on this in "Why Looting?"
- Materials gained from recycling are not considered Loot.

Loot locations are not randomized. We want players to know when they are rewarded and have easy access to those rewards. The Loot location for Contracts is always the same per District - no matter which Contract the players complete, they know where to go to get rewards. This also applies to other loot around the level, the Loot Crates will always be in the same location of the District.

- Players should feel immediate reward for their efforts.
- Making Loot location unpredictable make Contracts tedious to complete.
 - Searching for the Loot after finishing a Contract adds an additional layer of complexity with little to no gameplay benefit.

Why Looting?

Loot is a valuable resource for the players for a few reasons. The most basic principle of Loot is that it provides rewards to the players for their actions and it does this through allowing players to obtain Gear without spending Materials, try new Gear before it is unlocked, helps resupply players throughout their run, and provides unique Gear.

- Gear without Materials
 - Loot allows players a way of obtaining Gear even if they don't have the Material to Print it.
 - This helps avoid player spending and losing all their Material and getting stuck, unable to progress without good Gear.
 - Simply rewards the players by giving them something without them spending their resources.
- Gear before unlock
 - Loot give players the opportunity to try out late-game equipment before they must spend resources on it.
 - This minimizes the odds of players Printing a new, expensive weapon just to find they dislike it.
 - This helps give player some small power fantasy.
 - This will increase player agency and keep them coming back.
- Resupplies players
 - While we want players to enjoy the tension of having limited resources during their sessions, we want to minimize the stress this can cause.
 - We also want to ensure that underprepared players are not unable to complete a game loop.
 - New or inexperienced players are likely to underprepare and we don't want them leaving a session unsatisfied.
 - This also means highly-experience players can attempt low-Gear, low-preparation runs and have a chance at success.
- This is a great tool for community building.
- This also gives external goals to highly-experienced players who have experienced all of what *Zero Day* has to offer but want more.
- Unique Gear
 - Some Gear that appears when Looting can only be obtained by looting.
 - These items cannot be Printed.
 - This unique Gear is in the 'Loot List' below.

Overall, Looting servers as a way for the players to gain immediate rewards for their actions as per our gameplay pillar: **Make a short and satisfying game loop.**

How Looting Works

When players open a box containing Loot, the Gear's Drop Rate is considered, then the players are granted random Loot. The loot is

dropped in front of the box, allowing the players to look it over and determine what they want and what they want to leave behind. Some loot boxes always contain specific Gear, set by a designer to coincide with Contract story or location purpose such as a security booth containing standard-issue Quetzku security Gear only.

- Players can recycle dropped Loot just like Weapons and Junk.
- Loot boxes never drop materials.

Loot List

Below is a list of Gear that is exclusive to Looting. If you are looking for a more comprehensive list, see the [Gear List](#). Note that the Gear List covers stats that are not relevant to Looting. The table below contains information regarding Looting stats including: Drop Rate, Location, Specific Reward.

Drop Rate is how likely this item is to appear when the players loot. This value is a weight, not a percentage.

Location is where the player's can expect this item to drop.

- Some items may be exclusive to specific Districts or may only be available after specific Contracts.

Specific Reward is a yes/no category. If yes, then the Loot is obtained at a 100% Drop Rate, but only for specific actions.

Contract Specific Loot

FILL OUT ONCE GEAR LIST IS COMPLETE

District Specific Loot

FILL OUT ONCE GEAR LIST IS COMPLETE

Agnostic Loot

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Printing and Upgrading

The purpose of this document is to provide detail on the process of acquiring and printing new Equipment and Meatsacks.

Unlocking

When a new player begins *Zero Day*, their gear options will be limited; they will not have access to all Augments, Cybernetics, Consumables, or Weapons in the game.

Whenever a player extracts from a game sessions, their total Dissent is converted into Influence.

- Players who Ghostcast to extract lose some Influence in the process, to account for the fail state.
 - Only 75% of their Dissent is converted to Influence.
 - In multiplayer, the losing team always extracts this way.
- Players that extract in Meatspace get their full Influence.
 - In multiplayer, players on the winning team always get full Influence, even if they Ghostcast extract.
- Players who quit mid-session receive no Influence.

Note: For more information on Dissent rewards, see: [Dissent](#)

As players gain Influence, they will level up. Each level the player gains, they will be presented with new unlocks.

- Players will be able to see locked equipment in the Appliance menus.

Once something is unlocked, it is permanently available to the player. The player will be able to print or apply that upgrade for the remainder of their time in *Zero Day* so long as they have the materials to do so.

Unlocks can include but are not limited to:

- Augments
- Consumables
- Hacks / Cybernetics
- Meatsacks
- Upgrades
 - This applies to any upgrade type
- Weapons

Note: Equipment stats, such as unlock Influence required, can be found on their respective pages found under the Equipment header in the Sidebar.

Note: A discussion needs to be had about end-game effects, maybe a prestige system. Having player reach a cap where they can't progress further is not engaging and will lead to player falloff.

Materials

Materials are base elements used by the Augmenter and Gear Printer to create equipment, upgrades, and repairs. Players gain materials in-game through recycling junk around the Districts.

Nothing can be printed or upgraded without the use of materials. Everything that can be made with materials has its own cost, and the materials required and their amounts vary depending on the item. Players can expect these requirements to be logically sound. For example: Printing a new weapon may require steel, aluminum, and plastic but not organics or copper. A new Cybernetic may require organics, copper, and silicone.

- To avoid players soft-locking themselves by not having the material to print anything at all, very basic starter equipment will be available for free

Materials are stored in the Stockpile and are automatically removed when an item is printed. Materials are one-time use, and the player must go back into the game world and recycle to collect more materials when they run out.

Note: For more information on Recycling and Materials, see [Recycling](#)

Note: Equipment stats, such as materials required, can be found on their respective pages found under the Equipment header in the Sidebar.

Printing

Printing is *Zero Day*'s version of traditional video game crafting. When a player 'prints' something, they are creating a brand-new item from scratch using materials they have found in-game.

When something is printed, a new object is added to the player's inventory if the player is in-game. If the player is in the Safehouse, the new item is added to the Container's Storage.

- Newly printed items are not added to the Stockpile, the Stockpile is only for materials.
- When the Container is full, it will indicate to the player's that they cannot print new items.

Printing is done in one of three locations: the Augmenter, the Body Locker, or the Gear Printer.

The Augmenter is where the player creates improvements to their Meatsacks. This includes Augments and Cybernetics.

The Body Locker is where the player creates and stores new Meatsacks.

- This is not to be confused with the Meat Magazine, which is the in-universe body marketplace player access to browse Meatsacks.

The Gear Printer is where the player creates new Consumables and Weapons that they can add to their loadout.

Players can only print new Augments, Cybernetics, or Weapons when in their Safehouse. Player can print consumables in the field, or special items needed to complete Contracts.

- For clarity: Player cannot print Augments, Cybernetics, or Weapons in the field, only in a Safehouse.

If the player is printing a consumable in-game, that item is vacuumed into their inventory. If the player doesn't have space in their inventory, the item is not picked up, and the player must clear space in their inventory for it.

- The most likely case of this is the player printing a temp buff or explosive that they already have max stacks of in their inventory.
- The player will have to use or drop the items in their inventory to make space for the newly printed item.

Auto-Print

The auto-print feature allows players to set up specific gear they want printed. They can then print all of that gear at once with a single click to streamline the process.

- This allows players who have a specific loadout they always use to create that setup very quickly
- This helps us avoid tedious printing
- If the player doesn't have the materials required to auto-print something, then the print fails, and informs the player
 - This will inform the player what they are missing, and what item requires that material

Augments

Augments are enhancements to Meatsacks. They include things like prosthetics, armor, and storage. These can be used to increase walk speed, jump height, health point, amount of material that can be carried, etc.

To print Augments, the player approaches the Augmenter in their Safehouse and interacts with it. They are greeted by a diegetic menu that displays all the Augments available to them along with other information. The player can navigate to the 'Augments' tab of this menu to see Augments.

- For each Augment, the Augmenter UI shows the player:
 - Augment name
 - A representative icon
 - The material cost
 - The level required to unlock
 - The quantity of that Augment already in the Body Locker
- If the player hovers over a weapon icon, an information box appears, which displays additional info unrelated to printing
 - Effect of the Augment
 - Any applicable information which can include:

- Effect duration
- Degree/amount of the effect
- Etc.

To complete printing, the player selects the desired Augment and the information shown before is replaced with 'Are you sure you want to print [Augment Name]? Yes or No.' The player select 'No' to hide this dialogue and continue or 'Yes' to spend materials and print the Augment. After the Augment is printed, the dialogue vanishes and the player can continue to browse.

Printed Augments are automatically added to the Body Locker. From there, the player can apply Augments to their Meatsacks using the Body Locker.

Note: For a comprehensive list of Augments and their printing requirements, see [Augmenter](#)

Note: For more information on applying Augments to Meatsacks, see [Body Locker](#)

Consumables

Consumables are one-time use items the players use to give themselves an edge during gameplay; this includes ammunition, buffs, and explosives. Consumables are the only piece of a player's loadout that can be printed during a game session in their Container.

- A smaller version of the Gear Printer is available in the player's Container for printing Consumables

To print Consumables, the player approaches the Gear Printer in their Safehouse or Container and interacts with it. They are greeted by a diegetic menu that displays all the Prints available to them along with other information. The player can navigate to the 'Consumables' tab of this menu to see Consumables.

- For each Consumable, the Gear Printer UI shows the player:
 - Consumable name
 - A representative icon
 - The material cost
 - The level required to unlock
 - The quantity of that Consumable already in the Container Storage
- If the player hovers over a weapon icon, an information box appears, which displays additional info unrelated to printing
 - Consumable effect
 - Any applicable information which can include:
 - Damage
 - Effect duration
 - Degree/amount of the effect
 - Range
 - Etc.

To complete printing, the player selects the desired Consumable and the information shown before is replaced with 'Are you sure you want to print [Augment Name]? Yes or No.' The player select 'No' to hide this dialogue and continue or 'Yes' to spend materials and print the Consumable. After the Consumable is printed, the dialogue vanishes and the player can continue to browse.

Printed Consumables are automatically added to the player inventory in an open slot or on top of an existing, matching stack (a printed grenade will add the a grenade already in the player's inventory). If the player does not have room in their inventory the Consumable is not added.

- If the player is in their Safehouse, the Consumable is added to the Container Storage.
 - If the Container Storage is full, the player will be prevented from printing new Consumables.
- If the player is in the Container, and the Container Storage is full, and the player inventory is full, the Consumable is dropped on the ground next to the Gear Printer.

Note: For a comprehensive list of Consumables and their printing requirements, see [Gear Printer](#)

Cyberdeck / Cybernetics

Cybernetics are enhancements to Cyberpawns. They include things like hacks and abilities. These can be used to combat enemies, gain access to hidden areas, and interact with the environment.

To print Cybernetics, the player approaches the Augmenter in their Safehouse and interacts with it. They are greeted by a diegetic menu that displays all the Cybernetics available to them along with other information. The player can navigate to the 'Cyberdeck' tab of this menu to see Cybernetics.

- For each Cybernetic, the Augmenter UI shows the player:
 - Cybernetic name
 - A representative icon
 - The material cost
 - The level required to unlock
 - The quantity of that Cybernetic already in the Body Locker
- If the player hovers over a weapon icon, an information box appears, which displays additional info unrelated to printing.
 - Effect of the Cybernetic
 - Any applicable information which can include:
 - Damage
 - Effect duration
 - Degree/amount of the effect
 - Range
 - Etc.

To complete printing, the player selects the desired Cybernetic and the information shown before is replaced with 'Are you sure you want to print [Cybernetic Name]? Yes or No.' The player select 'No' to hide this dialogue and continue or 'Yes' to spend materials and print the Cybernetic. After the Cybernetic is printed, the dialogue vanishes and the player can continue to browse.

Printed Cybernetics are automatically added to the Body Locker. From there, the player can apply Cybernetics to their Meatsacks using the Body Locker.

Note: For a comprehensive list of Cybernetics and their printing requirements, see [Augmenter](#)

Meatsacks

Meatsacks are the disposable bodies players will use to navigate Meatspace. Meatsacks are the vessel for Augments and Cybernetics and use firearms to combat enemies.

To print Meatsacks, the player approaches the Body Locker in their Safehouse before a session and interacts with it. Within the Body Locker, the player is presented with a list of Meatsack types. The player will select the Meatsack type they want, then select 'print.' After a fancy animation, a new Meatsack appears. The player can then chose to ad it to their Container, or keep it stored in the Safehouse.

- Different types of Meatsacks will have different costs to reflect their differences.
 - Some Meatsacks have different abilities, health ranges, slots for Implants, or weapon capabilities.

Note: For more information on the kinds of Meatsacks players can print, see [Body Locker](#)

Player will also have a tab that lets them browse their stored Meatsacks.

Note: There has been a lot of discourse on Meatsack appearance. We have debated customization in the past, which would apply to each Meatsack printed. We could also randomize appearances with each body printed. Customization plays a big part in people's emotional attachment to their character, which we don't want, but we also don't want to risk minimizing player attachment to the game itself for that reason.

Weapons

Weapons are pieces of equipment the player uses to deal damage to enemy Meatsacks. These include a variety of projectile and energy firearms ranging from handguns to shotguns to snipers and everything in between.

To print Weapons, the player approaches the Gear Printer in their Safehouse and interacts with it. They are greeted by a diegetic menu that displays all the Prints available to them along with other information. The player can navigate to the 'Primary' or 'Sidearm' tabs of this menu to see appropriate Weapons.

- For each weapon, the Gear Printer UI shows the player:
 - Weapon name
 - A representative icon
 - The material cost
 - The level required to unlock
 - The quantity of that weapon already in the Container Storage
- If the player hovers over a weapon icon, an information box appears, which displays additional info unrelated to printing
 - Damage

- Rate of fire
- Magazine capacity
- Accuracy
- Etc.

To complete printing, the player selects the desired weapon and the information shown before is replaced with 'Are you sure you want to print [Weapon Name]? Yes or No.' The player select 'No' to hide this dialogue and continue or 'Yes' to spend materials and print the weapon. After the weapon is printed, the dialogue vanishes and the player can continue to browse.

- If the Container Storage is full, the player will be prevented from printing new weapons

Note: For a comprehensive list of Weapons and their printing requirements, see [Gear Printer](#)

Upgrading

Upgrading refers to the act of adding Implants to Meatsacks or Attachments to Weapons. Upgrading is done through the Body Locker and the Gear Printer.

Meatsacks and weapons have a limited number of slots available for these upgrades. Once the player enters a session, the upgrades are locked and the player is unable to change them until they return to the Safehouse.

Note: Upgrades need to be discussed. They may be irrelevant depending on how weapon's are scaled an unlocked, or may be too tedious to make sense. We are unsure if we want upgrades to be a permanent boost to all equipment of that type or for specific items. There are currently two proposed methods:

- 1) More powerful versions unlock. With this method, as the player levels up and they unlock equipment, equipment at later levels can be better versions of those at lower tiers. For example: at lvl 1 the player unlocks Scramble IFF. At level 10, the player unlocks Scramble IFF 2.0.
- 2) Player tiers their items. With this method, players can spend materials to permanently improve an item from one tier to the next. From then on, whenever the player crafts that item, they get the leveled up version for the same cost.

Both of these methods have some drawbacks. An upgrade tree was considered, but that may be overwhelming to players already enamored with all the different hacks and guns already.

We also need to consider how tiers work in PvP, as they can easily disrupt balance.

Repairing

Some equipment in *Zero Day* breaks down during use. Durability points have been added to this equipment to represent this degradation. This help our player feel like revolutionaries, barely scraping by.

- Meatsacks durability is represented by it health points, not through a separate durability value
- Augments and Cybernetics are part of Meatsacks and internal cannon means they are repaired and damaged along with the Meatsack they are attached to
- Augments and Cybernetics are not individually repaired and don't lose durability like Meatsacks and Weapons
- Consumables do not have durability, as they are one-time use, so continuous use to degrade them isn't applicable

So long as Equipment is above a threshold of durability, maybe 25%, the player can repair it. If the item is below that threshold, it can only be recycled for a small fraction of the materials required to make it.

- This recycle could provide just 1 of each type material used to print it.
- The lower the durability of the Equipment, the more material is required to repair it
 - The repair cost will always be significantly lower than the cost to print a new one
- This encourages players to make meaningful decisions
 - Players may choose to switch Meatsacks based on their health
 - Players can choose between spending their resources to make new Equipment or repairing an existing one
 - Players may prioritize specific materials knowing the state of their Meatsacks and other Equipment

Meatsacks

Meatsacks can be repaired at the Body Locker. The player will spend organics to repair the Meatsacks by increasing the hit points.

The player can navigate to the 'stored' tab and each Meatsack will be listed there. If the player selects a Meatsack they will see the option to 'Recycle' or 'Repair.'

- Players can incrementally add 10 health points at a time to the Meatsacks
 - No matter the health percentage of the Meatsacks, this increment cost is always the same
 - This will cost organic material and potentially materials commonly seen in Augments and Cybernetics like aluminum, copper, and silicone

This is important as players will not be able to permanently heal their Meatsacks in game. Damage remains permanently on Meatsacks until they are repaired. Nothing prevents players from playing the game with low-health Meatsacks.

- This enhances both our Out-of-body and Revolution themes by making the player see their body as a replaceable piece of equipment and makes them feel scrappy
- Meatsack maximum health is never changed and is based on the Meatsack type, as seen in [Body Locker](#)

Weapons

Weapons can be repaired at the Gear Printer. The player can navigate to the 'stored' tab and each weapon will be listed there. If the player selects a weapon they will see the option to 'Recycle' or 'Repair.'

Repairing a weapon costs a set amount of material no matter its condition and will always repair the weapon to 100% durability. Damage remains permanently on weapons until they are repaired. Nothing prevents players from playing the game with low-durability weapons.

- This enhances our Revolution theme by making the player feel scrappy
- Weapons become damaged over time through use
 - Firing weapons
 - Dropping them when a Meatsack dies
- This should be the most significant cause of weapon durability loss
- Weapons picked up as loot can also be at a lower durability when found
 - This doesn't apply to weapons from crates, which are always pristine
 - Enemy weapons can be at a random range of condition when dropped

Augmenter

The Augmenter is a printing Appliance in the Safehouse; it consumes materials from the Stockpile and creates Gear. It prints Meatsack upgrades, called Implants, which include Augments and Cybernetics. Augments focus on improving the body of the Meatsack. Cybernetics focus on enhancing the Cyberpawn's abilities.

Both Augments and Cybernetics take up Implant slots in the Meatsack inventory. More detail can be seen here: [Inventory Loadout and Storage](#)

The player interacts with the Augmenter through a diegetic screen. They can scroll through two tabs: Augments and Cybernetics. These tabs list all unlocked Implants for the player along with important details.

Implants range of stats include: Cooldown, Printing cost, Duration, Effect, and Name.

Cooldown is how long after the Implant is used it can be used again.

- This does not apply to all Implants, as many are passive abilities.

Note: There is still a design discussion to be had about passive and active implants. It is likely they will all become passive for the sake of elegance and minimizing player confusion/overwhelming mechanic complexity.

Printing Cost is which materials and how many of each of those materials is required to print the Implant.

Duration is how long the Implant's effect will last once the Implant is activated.

Effect is what the Implant does when it is activated.

Name is what the Implant is called in-universe, since devs often use different, simpler terminology.

- Parenthesis contain the dev name for the most commonly changed Implants.

Augment List

Below is a list of all printable Augments. For a more comprehensive list of Augments, including those the player gets as rewards for missions and are unable to print, see the [Gear List](#)

FILL OUT ONCE GEAR LIST IS COMPLETE

Cybernetic List

Below is a list of all printable Cybernetics. For a more comprehensive list of Cybernetics, including those the player gets as rewards for missions and are unable to print, see the [Gear List](#)

Cybernetics, in this case, refers to non-hack Cybernetics. These would be Cybernetics that enhance a players' Cyberpawn abilities. If you are looking for Cybernetics that add Hacks to the player's abilities, see [Hacks and Hackables](#).

FILL OUT ONCE GEAR LIST IS COMPLETE

Body Locker

The Body Locker is a printing Appliance in the Safehouse; it consumes materials from the Stockpile and creates Gear. It exclusively prints Meatsacks. Players can also use the Body Locker to apply Implants to their Meatsacks before adding them to the Container.

The player interacts with the Body Locker through a diegetic screen; in the game world, people call the Body Locker interface the Meat Magazine. This UI lists all unlocked Meatsacks for the player along with important details.

Meatsack range of stats include: Health Points, Name, and Speed.

Health Points represent the amount of damage a Meatsack can take before it is destroyed.

Speed speed is how quickly a Meatsack can move.

- In general, faster Meatsack will have lower Health Points.

Note: We may want to make Meatsacks more customizable in the future such as allowing the player to customize slot amounts and inventory size. Perhaps a player can choose to have less weapons and more Implants.

Name is the in-universe name for that type of Meatsack.

Customization

Note: There have been several discussions about Meatsack creation in the past regarding allowing the player to customize their appearance. If a feature like that is implemented, that customization would be carried out using the Body Locker interface.

Meatsack List

Unlike other types of Gear, there is currently no plan to reward players in non-printable Meatsacks, so the following list is identical to what is seen on the [Gear List](#).

Currently, three Meatsack types are planned: light, medium, and heavy.

FILL OUT ONCE GEAR LIST IS COMPLETE

Gear Printer

The Gear Printer is a printing Appliance in the Safehouse; it consumes materials from the Stockpile and creates Gear. It prints Attachments, Consumables, and Weapons. Attachments are weapon upgrades that change their characteristics, Consumables are one-time-use items used to give players a temporary edge in combat, and Weapons are predominantly firearms the player uses to inflict physical damage on enemy Meatsacks/robots.

Attachments inhabit slots on Weapons, see [Printing and Upgrading](#) for more information about Upgrading Weapons with Attachments. Weapons and Consumables are carried in the Meatsack inventory during sessions. See [Inventory Loadout and Storage](#) for more information about Weapon/Consumable slots.

The player interacts with the Gear Printer through a diegetic screen. They can scroll through three tabs: Attachments, Consumables, and Weapons. These tabs list all unlocked Gear for the player along with important details/stats.

Attachment List

Attachment stats include: Effect, Name, Printing Cost, and Slot Type.

Effect is what the Attachment changes about weapon functionality when attached or what it does when activated during a session.

Name the in-universe name for the Attachment.

Printing Cost is which materials and how many of each of those materials is required to print the Attachment.

Slot Type is the location of the Weapon slot the Attachment can be added to. These types include:

- Magazine
- Sights
- Sidebarrel
- Underbarrel

Below is a list of all printable Attachments. For a more comprehensive list of Attachments, including those the player gets as rewards for missions and are unable to print, see the [Gear List](#)

FILL OUT ONCE GEAR LIST IS COMPLETE

Consumable List

Consumable stats include: Duration, Effect, Name, Printing Cost, Stack Amount.

Duration is how long the effect of the Consumable lasts once used.

Effect is what the Consumable does when it is activated.

Name is the in-universe name of the Consumable.

Printing Cost is which materials and how many of each of those materials is required to print the Consumable.

Stack Amount is the maximum number the Consumable can have in a single Consumable slot in the Meatsack inventory.

Below is a list of all printable Consumables. For a more comprehensive list of Consumables, including those the player gets as rewards for missions and are unable to print, see the [Gear List](#)

FILL OUT ONCE GEAR LIST IS COMPLETE

Weapons List

Weapon Stats include: Ammo Type, Class, Durability, Firing Type, Magazine Size, Name, Printing Cost, Rate of Fire, Reload Time, and Slots.

Ammo Type is the type of ammunition Consumable the Weapon uses when fired. These types include:

- Energy
- Explosive
- High Caliber
- Low Caliber
- Special

Ammo types have been vastly simplified so that ammo management is still interesting, but not tedious.

Class is the type of Weapon the Weapon is. These types include:

- Handgun
- Rifle
- Shotgun
- Sniper
- Special

Durability is how many times the weapon can be dropped before it is destroyed.

Firing Type is the way the weapon fires. These types include:

- Continuous (non-ballistics only): So long as the player holds the fire button, the weapon fires until it is out of energy.
- Fully Automatic: So long as the player holds the fire button, the weapon fires until it is out of ammunition.
- Semi Automatic: The weapon fires 1 time each time the fire button is pressed.
- Single-Shot: The weapon fires 1 time each time the fire button is pressed and must then reload.
- Three-Round Burst: The Weapon fires 3 times each time the fire button is pressed.

Magazine Size is the number of rounds that can be fired by the weapon before it needs to reload.

Name is the in-universe name of the Weapon.

Printing Cost is which materials and how many of each of those materials is required to print the Weapon.

Rate of Fire is how many rounds the Weapon can fire in one minute.

Reload Time is how long it takes for the Weapon to restore maximum Magazine Size.

Slots are the slots available for Attachments on the Weapon. These types include:

- Magazine
- Sights
- Sidebarrel
- Underbarrel

Below is a list of all printable Weapons. For a more comprehensive list of Weapons, including those the player gets as rewards for missions and are unable to print, see the [Gear List](#)

FILL OUT ONCE GEAR LIST IS COMPLETE

District Variations

Districts come in many variations. Each of these variations represents a different system within an Arcology and provides the players with gameplay variety.

Variation List

Below, each District Variation is listed. This list contains useful information on that District type including: background information, District focus, enemy types, Loot, Materials, and a visual description.

Background information: describes lore relevant information about that District. This can pertain to its function, interesting information, how it works, etc.

District focus: describes the gameplay relevant information about that District. This can include special features, unique mechanics, how the level is laid out, etc.

Enemy types: is a list of which [Enemies](#) appear in the District.

- All Districts have a Magistrate, so it won't be listed.

Loot: is a list of the Loot that is uniquely available in the District.

- A list of Loot is provided here: [Looting](#)

Materials: is a list of the types of Material players will gain from recycling in the District as described here: [Recycling](#)

Visual description: is a concise description of what the District looks like.

The District count and time played below relate predominantly to the Campaign. Different game modes with different objectives will play differently. For more information on these difference, see [Multiplayer Modes](#)

Note: These values have not been tested and are rough estimates subject to change based on feedback.

Low Tier

These are District the player can expect to encounter immediately. Players can expect the first 2-3 Districts they enter will be Low Tier Districts. Completing these Districts will take about an hour.

Chemical District

- Background information: This District is the processing plant for the various chemicals found around the Arcology. This includes things like battery acid, antifreeze, even down to glass cleaner.
- District focus: Players can expect two distinct layers in this District. The lower level is a constricted maze of tight corridors connecting small rooms. The upper level is an expansive exterior space with large lines of sight and significant verticality.
 - Unique mechanics: dangerous chemical tanks that damage Meatsacks on entry. Valves which open to dump chemicals in the area and form traps.
- Enemy types: Rankfile, Lawnmower, Sniperbot
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Polyethylene Plastic, Polypropylene Plastic, Polyvinyl Plastic, Titanium.
- Visual description: The lower level is a dense network of pipes. It is dark, atmospheric, and claustrophobic. The player are surrounded by a metal coffin. The upper level is populated with enormous tanks connected by scaffolding and pipeworks.

Waste Processing District

- Background information: As the name implies, this District serves to clean and recycle waste. This waste can be human or chemical. The human waste generally comes the the higher-tier Districts where elites have the luxury of Meatsacks. Other waste includes cleaning the coolant surrounding Briancases in the Repository/Archives, or water runoff from various locations like the Garden or Agriponics.
- District focus: Waste Processing is largely similar to Chemical in terms of gameplay.

- Enemy types: Rankfile, Lawnmower, Tacbot
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Polyethylene Plastic, Polypropylene Plastic, Polyvinyl Plastic, Concrete, Titanium.
- Visual description: Upper level is very similar to Chemical. Lower level is a network of concrete tunnels and sewers with little to no light aside from gaps to the surface.

Repository District (Braincase Storage)

- Background information: The repository serves as a sort of storage for human consciousness. Here, tens of thousands of Braincases, each holding an individual human mind, is stored. For the most disparaged, an individual Braincase isn't even an option. Most people stored here wander about in Cyberspace attempting to keep themselves somewhat entertained. Many of the people here Ghostcast into the various bots and drones around the Districts to operate them mindlessly.
- District focus: Grid-like layout that is easy to navigate but provides heavy cover.
 - Unique mechanics: Dense Cyberspace full of distractions, destructible environment cover - Braincases provide cover but can be destroyed, ending their protection.
- Enemy types: Rankfile, Tacbot, Corp Light, Corp Decker
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Glass, Stainless Steel, Aluminum, Copper, Lithium.
- Visual description: Warehouse-like structures heavily populated by security monitoring shelves upon shelves of Braincases. The lower areas are populated with tanks full of brains. Cyberspace is lively, with many, many Cyberpawns walking about, stores selling digital goods, and areas offering entertainment, the people have formed a society entirely separate from their bodies. These structures are well-lit. Limited exterior spaces are meant only for security movement, so it's tight and lacks roadways.

Manufacturing District

- Background information: This District creates most of the things other Districts use. This largely pertains to the robot security, architectural pieces, and the infrastructure (like pipes and cables) for the other Districts.
- District focus: Large, open spaces that are heavily populated with cover and environmental hazards. Traversal is very diverse with ladder, stairs, crouching, and turning often to navigate complex spaces.
 - Unique mechanics: Moving assembly lines, large 'crushers' that can instantly destroy Meatsacks, pools of molten material that damage Meatsacks on entry.
- Enemy types: Rankfile, Lawnmower, Sniperbot
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Rubber, Polypropylene Plastic, Stainless Steel, Lithium, Silicon, Titanium.
- Visual description: A large, dark series of structures populated with machinery and assembly lines. Most lighting comes from moving hot metals and machine lamps.

Shipping District

- Background information: The shipping district stores and ships all manner of objects throughout the Districts. Generally, these are inanimate objects produced by Manufacturing, but on occasion Braincases will be shipped.
- District focus: Large interior spaces with lots of cover but little in the way of obstructions. A large exterior space with little in the way of protection. Lots of environmental movement but few hazards.
 - Unique Mechanics: Moving cranes and docks making for a frequently shifting environment and exciting Meatspace platforming. Movement can be controlled in Cyberspace to help the team move more efficiently.
- Enemy types: Rankfile, Lawnmower, Sniperbot
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Rubber, Concrete, Aluminum, Copper, Lithium, Nylon Plastic.
- Visual description: A well-lit, open exterior with neatly-stacked cargo and scaffolding along the outer perimeter and overlooking the cargo bay, cranes move on rails to move the containers. A wide open exterior sparsely populated with cargo containers, moving cranes, and moving, AI-driven, cargo vehicles.

BlocHousing (Slums)

- Background information: This District contains some of the last of natural-born humans and those who can afford Meatsack rental, but not the freedom and luxuries provided by the Apartments. An area relatively lively in Cyberspace, but with the inhabitants restricted to their 'Blocs,' Meatspace is barren outside of the AI which patrol to ensure no one escapes their Bloc. Most people in BlocHousing aren't permanent residents, usually the Meatsacks are rented as a commodity by people stored in the Repository, but the permanent BlocHousing residents are usually valuable assets to Quetzku, like security officers or descendants of long past executives.
- District focus: Unorganized, narrow alleyways tucked between towering structures. Higher up areas are largely constructed with narrow, precarious platforms over dangerously long falls. Many, many nooks and crannies.

- Enemy types: Rankfile, Tacbot, Corp Light
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Polyethylene Plastic, Polyvinyl Plastic, Glass, Concrete, Aluminum, Silicon.
- Visual description: Concrete blocks with exterior vents and some windows stacked haphazardly on top of each other to form complex towers of living quarters. A fair amount of wires and pipes delivering the power and nutrients needed to sustain life within the Blocs.

Mid Tier

These are Districts the player can expect to encounter after some exploration. Players can expect 3-4 Districts they enter are Mid Tier Districts. Completing these Districts will take a little over an hour.

- Since progression is not strictly linear, it is possible for player to quickly find Mid Tier Districts, even if they have not completed Low Tier.

Habitat District (Condos / Apartments)

- Background information: Living quarters for the wealthy and storage for particularly expensive rental Meatsacks. The Condos are similar to modern day apartment living, densely populated but with housing that contains most of what you could expect in a house. Unlike BlocHousing, the condos allow people to leave the interior living space and go out into the world to experience something eerily similar but removed from the normal life of a modern day human within a first or second world country.
- District focus: Series of tall buildings with light interior spaces the players can explore. Large exterior courtyards with several choke points and sparse cover.
 - Unique Mechanics: Elevators which are used to deliver players to predetermined levels of the apartments.
- Enemy types: Rankfile, Sniperbot, Corp Decker, Corp Light
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Polyethylene Plastic, Glass, Aluminum, Nylon Plastic.
- Visual description: enormous skyscraper-like apartment buildings surrounding courtyards with mild greenery. Many of the buildings are only partially constructed, with many empty floors and abandoned construction equipment. Interior spaces are austere but clean.

Shopping District

- Background information: A centralized location for the moderately wealthy to purchase physical goods for condos or Cyberspace cosmetics. This District exists largely to support Quetzku's economy outside of Cyberspace, a way for the corporation to sell tech it now considers outdated or District overstock.
- District focus: Medium-scale open interiors. Lots of verticality, allowing players to see/shoot between levels of the shopping center. Compartmentalized interior, allowing lots of navigation and cover options to players. Limited exterior space mostly consisting of narrow streets heavily populated with cover and numerous entries into the central structure.
 - Unique mechanics: moving walkways and escalators to transport players without movement input.
- Enemy types: Rankfile, Tacbot, Corp Powersuit, Corp Warshell
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Glass, Concrete, Aluminum, Lithium, Silicon.
- Visual description: Central structure is a multi-level mall heavily populated with ads and stands but little to no real life. Many stores are completely closed off, but the open ones are packed with shelves and merchandise.

Entertainment District (Clubs, Theatres, etc.)

- Background information: This is the second part of how Quetzku funds its physical economy. For those who rent Meatsacks and want to experience life as humanity did before corporate and technological takeover, they can travel to this district to see movies, enjoy adult entertainment, drink at bars, etc.
- District focus: Heavy compartmentalization, but unlike Shopping, only one level and mostly exterior. Many, many tight alleys and access to rooftops.
- Enemy types: Rankfile, Tacbot, Corp Powersuit, Corp Decker
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Polyethylene Plastic, Glass, Aluminum, Copper, Silicon.
- Visual description: The Entertainment District is the District more visually similar to what general audiences see as "Cyberpunk;" ads and light line the dense streets. Signs of very recent human activity are present all around from litter to running water and vehicles.

Agricultural District (Agriponics)

- Background information: Agriponics is one of three food-producing Districts. It focusses on growing high-output foods from significantly modified genomes like potatoes and beans. The harvesting is automated and the food processed on site then delivered to the various living districts and a nutrient-rich patty-like ration.
- District focus: One half is an interior space lined with rows of vertical cover, similar to what is seen in the Repository. The other half is exterior space with large, open spaces above and pipeworks below, like that of Chemical.
 - Moving platforms. Walkways that move with a button press used to help machines harvest crop.
- Enemy types: Rankfile, Lawnmower, Sniperbot, Drone
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Rubber, Polypropylene Plastic, Polyvinyl Plastic, Nylon Plastic, Titanium.
- Visual description: One half is the greenhouses that contain the crop. The crop itself is place in vertical planters stacked one on top of the other.

Transportation District

- Background information: As the name implies, this district serves as a hub for transport for Quetzku and also serve to send people in and out of the Arcology altogether. Shipping handles import/export of goods, so transport is rarely used as there are not enough physical people to use it. Most of the District is run down, long abandoned but a few lines remain for elites.
- District focus: A maze of wide tunnels with low ceilings. Somewhat compartmentalized, but mostly tunnels connecting to large, open gathering space. All interior. Limited exterior spaces are occupied with railways for trams and monorail trains, making navigation of those spaces unideal.
 - Moving trains that kill players on impact. Trams to transport players across the District.
- Enemy types: Rankfile, Tacbot, Drone, Hex Tank
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Rubber, Stainless Steel, Concrete, Copper, Lithium.
- Visual description

Protein Labs District

- Background information: The second food-producing District in the Arcology. Protein uses tanks and specialized lab equipment to grow 'meat.' Once the meat is grown, it is processed and added to the food ration delivered to Blochousing and Habitat.
- District focus: A mix of Manufacturing and Chemical. Exterior space populated with large tanks and pipes for cover. Scaffolding around tanks makes for significant verticality. Lower section is more open with waist-high cover and a dangerous environment. Pipes make traversal highly diverse.
 - Dangerous moving machinery. Moving lifts and bridges for player navigation across scaffolding.
- Enemy types: Rankfile, Sniperbot, Corp Powersuit
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Polypropylene Plastic, Polyvinyl Plastic, Stainless Steel, Silicon, Titanium.
- Visual description: The upper level is populated with massive, glass processing tanks. A sickly pink glow fills the upper levels, lighting the sketchy metal scaffolds. Lower level is covered in conveyors and factory machines turning pink goo into round, cooked patties. Pipes fill both spaces.

High Tier

These are District the player can expect to encounter well into their session. Players can expect 2-3 Districts they enter are High Tier Districts. Completing these Districts will take nearly 2 hours.

- Since progression is not strictly linear, it is possible for player to find High Tier Districts, even if they have not completed previous tiers.
- In the Campaign, the final High Tier District is always the Archive District which Contains ArcoAI.

Technology / Datacenter District

- Background information: The technology center is the R & D District of the Archology. Here, Quetzku develops and tests its new products, Cyberspace updates, and makes human life more 'efficient.' Most researchers are considered elites and are given physical bodies to do the research. Most test subject are unwillingly plucked from BlocHousing or meatsack possessed by people from the Repository who are willing to be paid to undergo investigation.
- District focus: Large, compartmentalized interiors connected by wide halls. Lots of waist-high cover. little to no exterior space.
 - Moving walkways, destructive environment (things that go boom when shot).
- Enemy types: Tacbot, Corp Light, Corp Deck, Corp Warshell
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Glass, Stainless Steel, Aluminum, Copper, Lithium, Silicon.

- Visual description: The labs have several flavors: server rooms, physical research, and digital research. Sever rooms are floor to ceiling technology in distinct rows, cables are everywhere. Physical research appears like a hospital with white walls and counters containing equipment for examining chemicals and human bodies. Digital research is backed with computers and headsets researchers use to interact with cyberspace without needing to Ghostcast to a 'limited' Cyberpawn.

Armory District

- Background information: The Armory serves to store the weapons made in Manufacturing for Quetzuku security access. Here, heavily secured storage units contain highly valuable equipment. This District also serves as a surveillance hub, with the cameras all around the cities feeding to a central observation center in the Armory.
- District focus: Think storage unit lots. Rows and rows of small structures connect by a grid of small, but not narrow, streets for moving the stored items. Almost entirely exterior with one central interior structure overlooking everything.
 - Automated forklifts and security turrets.
- Enemy types: Tacbot, Corp Powersuit, Corp Warshell, Hex Tank
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Rubber, Stainless Steel, Lithium, Nylon Plastic, Titanium.
- Visual description: The exterior spaces are a series of 1 or 2 level garage-like structures; most are closed, but some are open and contain Loot. Fork lifts move across the streets to deliver crates of weapons to where they need to go/ store them. A central tower is constructed of well-lit tunnels and a massive central room filled with screens displaying information from the many cameras around the Archology.

Textiles District

- Background information: This District creates the fabrics used throughout the Archology. Primarily, this serves to dress elites and armor security.
- District focus: Wide-open interior space, limited exterior space. Interior is heavily compartmentalized with interesting navigation required for traversal. Lots of cover and vantage points.
 - Players can ride conveyors, dangerous machinery.
- Enemy types: Tacbot, Corp Light, Sniperbot, Drone
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Polypropylene Plastic, Polyvinyl Plastic, Nylon Plastic.
- Visual description: Well-lit interior space covered in looms and textile mills and strands. Some tanks but very limited pipeworks. Mostly open space with some smaller side rooms for offices and storage.

Garden District

- Background information: This is the third and final food-producing district, but that isn't the main function of the Gardens. Primarily, they serve as a relaxing retreat for the elites with lush greenery and water features. The food produced here is only the highest luxury such as fruit, chocolate, and coffee.
- District focus: Organic shapes, winding paths, and heavily obscured visibility in most location. Almost entirely exterior with limited, small interior spaces.
- Enemy types: Tacbot, Corp Powersuit, Sniperbot
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Polyethylene Plastic, Rubber, Polypropylene Plastic, Polyvinyl Plastic, Concrete, Nylon Plastic.
- Visual description: This is one of the only District that contains....a tree! Greenery and vegetation break up rolling hills and idyllic pathways. An artificial sun shines overhead to cast warm rays on the grass and small, artificial streams populated with beautiful fish. This District stands in strong contrast with the rest.

Archive District (Braincase Prison)

- Background information: Those in the Repository who prove difficult to manage, even contained to Cyberspace, security defectors, captured Delta Wave agents, and other dissidents are sent to the Archives, often called the Braincase Prison. Here, even the Cyberpawns are restricted to an incredibly confined space outside of their Braincase, if let out at all. Most people here experience nothing at all. The brains are then used as processing power for ArcoAI, which uses the human's highly sophisticated neural patterns to aid in calculations.
- District focus: similar to Repository but much more dense. Heavily compartmentalized grid to navigate separated by large walls, watchtowers, and scaffolds. Highly vertical and claustrophobic. Massive, open space for ArcoAI.
- Enemy types: Corp Light, Corp Powersuit, Corp Decker, Corp Warshell
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Glass, Stainless Steel, Aluminum, Copper, Lithium, Silicon.
- Visual description: A tower packed with braincases and generators and servers. All within confined concrete walls. Entirely interior except surrounding perimeter of dens cables.

Sporting District

- Background information: Like the Garden District, Sporting is a relaxing retreat exclusive to the most elite members of the Quetzuku corporation. This offers a more physical means of enjoyment than the calm walks and delicacies of Garden and the mindless watching of Entertainment. Here, elites can play all forms of sports with each other from golf to rugby and even polo.
- District focus: Very open exterior spaces with minimal cover, verticality, or variation. Largely flat space sparsely occupied by small interior spaces and small to medium cover.
- Enemy types: Tacbot, Corp Powersuit, Sniperbot
- Loot
 - **FILL OUT ONCE GEAR LIST IS COMPLETE**
- Materials: Polyethylene Plastic, Rubber, Concrete, Nylon Plastic, Titanium.
- Visual description: A brightly lit, flat, green space. The District is somewhat divided up by the sport intended to be played. Covered walkways connect the fields, and small buildings exist to serve amenities. Another artificial sun exists to cast realistic warmth across the District.

Dissent

This page covers how Dissent is increased and decreased. It also covers the different effects that occur at different Dissent levels including gameplay changes and unlocks.

What is Dissent?

Dissent is a numerical value that represents player's control over a given District. It is determined on a per-District basis and its value has wide-reaching effects on the gameplay and the players. Dissent is a player's best measure of progress, and player will often check their Dissent value to help make decisions about where to go next, what enemies to encounter, what items to loot, etc.

A higher Dissent indicates the player has done more to liberate a District. Generally, players want Dissent to be as high as possible.

- Dissent begins at 0, and as the player perform more actions the Dissent increases
- Increasing Dissent brings the players rewards and more opportunities to raise Dissent more efficiently

Why Dissent?

Dissent is defined as the expression or holding of opinions at variance with those previously, commonly, or officially held. In the case of *Zero Day* and the *Dystopia* universe, the "opinions officially held" is that of the corporations, specifically Quetzuku. Dissent is often used when describing the actions of rebellions. Since the core concept of *Zero Day* is "you are a rebel," and one theme is revolution, Dissent is a natural progression of that background.

In a gameplay sense, a player-visible Dissent level helps guide players towards goals and help them understand the consequences and rewards for their actions. Dissent also allows us, as developers, to tie gameplay events to something tangible to the player: Dissent went to 80 because the player completed a Contract? That means stronger enemies spawn. It gives players a consistent and digestible guide to the pacing of the gameplay. The changing of Dissent levels represents and causes dynamic changes in the Arcology.

Changing Dissent Levels

Different Districts may have different Dissent values depending on how strong Quetzuku's hold on that District is. Performing actions that Quetzuku would find disruptive to their business, message, or other goals increases Dissent. Whenever the player performs an action that raises Dissent, the Dissent value increases and is calculated against the total possible Dissent of that District to show the player a percentage completed rate. This sense of constant progression exists to support our pillar: **Make a short and satisfying game loop.**

- The range of Dissent in District is determined roughly by the Tier
 - Low: 90-110
 - Mid: 130-150
 - High: 170-190

Increasing Dissent

Dissent Value	Action Required	Detail
1	Defeat patrolling AI	Defeating any type of AI generally around the Districts.
1	Operate Quetzuku Machinery	Using a Hack to activate a Hackable.
2	Destroy security camera	Cameras populate the District for Quetzuku monitoring, destroy them!
2	Deface Quetzuku property/posters	Posters, Cars, Statues, etc. can be damaged or destroyed.
3	Enter restricted Meat/Cyberspace	Some areas of Meat/Cyberspace are marked for Quetzuku personnel only, ignore that and enter.
5	Cut off Security	Hack security panels to disable Rankfile deployment.
5	Clean Streets	A Bonus for recycling everything in a

		District.
5	Hack Cyberspace data leak	Data Leaks are a random Cyberspace occurrence that spill out corporate secrets. Hack them to gain that knowledge.
5	Loot Quetzku storage	Quetzku stashes Gear around the Districts for easy access, take it for yourself.
10	Steal a Datashard	Use JIP to gain access to the Server, pass its trials, and get the Datashard.
20	Defeat Magistrate	When an incursion occurs and a Magistrate spawns, kill them.
20	Complete a Contract	Complete all the tasks in that District's Contract.

Note: A tool to calculate the total possible Dissent in a District would be handy

Gameplay Consequences

In this sense, consequences can be positive, negative, or neutral depending on player goals. There are numerous effects tied to Dissent.

Dissent Percentage	Consequence Name	Consequence Description
10	Activate Ghostcaster	Allows the players to extract with everything in their container even if all Meatsacks have been destroyed.
20	Contracts Unlock	If the Districts has a Contract(s) it becomes available/known to the players.
30	Open Connecting Districts	If the current District is not the final District in the map, all connecting Districts open, allowing players to move on.
40	Open Container Dock	If the current District is not the first District, this allows players to move their Container into the current District, giving them faster access to Appliances.
50	Activate Cargo Transport	The Container cannot be moved OUT of a District that has less than 50 Dissent.
50	Activate Jack-In-Points	The Jack-In-Point within the District turns on allowing the player access to a more powerful version of Cyberspace.
60	Trigger Incursion/Magistrate	A very powerful enemy is spawned in the District with a wave of enemies and seeks out the players.
80	Server Vulnerability	Players can now use the Jack-In-Point to access the Server, where they can gain a Data Shard - an end-game item. Waves of enemies spawn to stop players from gaining the Shard.

When Dissent among all districts is 80+ and the player has all the required Data Shards, they are granted access to Arco A.I, a powerful Cyberspace-only enemy. Once the AI is defeated, players complete the Campaign.

Note: For more information on enemies like the Magistrate and Arco A.I, see [Enemies](#)

Note: The values and tiers of these consequences require lots of playtesting to lock in and are subject to frequent changes

Any given District may employ all, some, or only one of these effects.

- When a new map is generated, all of these consequences are randomly generated
 - Which consequences/features are randomized
 - The Dissent level required to activate said consequences is never randomized
 - This ensures powerful enemies don't spawn before player are ready
 - Inconsistent Dissent consequences defeats the point of Dissent in the first place

Unlocks

When the player leaves a match, their total Dissent is converted into Experience points. This contributes directly to the Equipment the player has access to. The more experience the player has, the larger the pool of possible Equipment they have access to Print.

A list of player levels and the unlocks associated can be found in [Progression](#)

Decreasing Dissent

Lack of player activity in a District can cause the Dissent to decrease.

Gameplay Consequences

In this sense, consequences can be positive, negative, or neutral depending on player goals.

Currently, the only consequence for lowering Dissent is that Recyclables will begin to respawn.

Contracts

This page serves as a comprehensive list of all Contracts in *Zero Day* covering a description of events, rewards, and other statistics. It also serves to detail how Contracts work and how the player engages with them.

What are Contracts?

Contracts are medium-term objectives for the players. They play heavily into the Dissent system as a way to create clear, obtainable goals for the players that have clear, understandable effects on the world and play experience. Contracts are unlocked when the player achieves a certain Dissent level, and will offer Loot and Dissent as a reward for completion.

In the campaign, the Contracts will be bespoke, hand placed, and follow a linear progression to help tell the story we want to tell in that Game Mode. Multiplayer Game Modes incorporate Contracts a variety of ways, but each will have player variety on the forefront. Contracts will operate as detailed on this page unless stated otherwise on the [Multiplayer Modes](#) page.

Contracts are also the primary vehicle for delivering *Zero Day*'s story to the players. Contracts will contain a fair amount of information and backstory; the objective of the Contracts also serve to world build. For example: if a Contract asks players to Print and install a new water filter for BlochHousing, players get the sense the residents have been abandoned and left to drink unsafe water.

Note: The term 'Contracts' is somewhat misleading, giving the sense our players are mercenaries, which is not the case. We will want to find a more fitting term in the future, as to not confuse players.

Note: For more information about the Dissent system, see [Dissent](#)

Why Does Zero Day Need Contracts?

There are two primary reasons why *Zero Day* needs contracts. The first is to add substance to the game loop and the second is to help tie *Zero Day* to its predecessor *Dystopia*.

What do you mean, substance? Substance, in this case, is about adding gravity, complexity, and variety to the experience without completely altering the gameplay loop with each playthrough.

Gravity is all about emotions. Adding gravity to gameplay will make player care more about what they are doing and get them more invested in the game.

- Contracts do this through the stories they tell and the experiences they form.
- Completing contracts has a notable impact on the world the players occupy.
 - Their actions have meaning.
- Contracts also give a sense of their own importance to players.
 - Player will inherently see the completion of a Contact as more significant than killing a patrolling AI.
 - This occurs because Contracts are more Complex than other tasks.

Complexity is about engagement. Adding some complexity to our game loop keeps players invested and paying attention, not going through the motions of a simplistic loop.

- Contracts are more involved than other means of raising Dissent.
- They aren't always solved by just shooting or hacking.
- Contracts will always require use of both Cyberspace and Meatspace.
- Contracts have multiple steps to complete.
 - Each Contract has 3-5 steps to complete that come in a variety of flavors.

Variety is about replayability. Adding this variety ensures that no session in *Zero Day* is identical to the last; this way, players feel each run is a new experience worth their time.

- Contracts are not the same in each session or even District.
 - Each District will have a unique set of Contracts based on the properties of that location.
 - The Contract available in any given District can change or may not even be present in some sessions.
 - More detail in [How Do Contracts Work?](#)
- Contracts are distinct from other gameplay loops.
 - Other gameplay loops are a combination of shooting, hacking, and interacting with recyclables.

- Contracts may ask the player to perform unique actions.
 - Hold a position, go to specific locations, craft special items, etc.
- Contracts offer a variety of actions between each of their steps.
 - No two Contract steps will be the same.
 - The player won't play a Contract where each step is hacking a console.

Dystopia can best be described as an objective-lead team-based first person shooter. We want to ensure *Zero Day* maintains as much of that identity as possible. In *Dystopia* players use team work to push through a consecutive list of tasks to achieve a final objective, which ends in victory when completed. This list of tasks translates into *Zero Day*'s Contracts. These consecutive tasks are the soul of the predecessor, so it only made sense to bring them along but adapt them for updated gameplay and a grander world. Without this soul, we run the risk of alienating our player base; it's a good thing Contracts are so beneficial to the gameplay as explained above!

Contracts will operate within a certain internal logic that makes them feel familiar, but not repetitive. The goal is to create the above sensations without confusing or alienating players by introducing new or obtuse concepts/mechanics on a regular basis. These internal rules are described in How do Contract Work?

Note: Contracts also poses and opportunity for expansion in future support - updates to *Zero Day* for years to come can add new, interesting Contracts to the game.

How do Contracts work?

Unlocking Contracts Through Dissent

Contracts are unlocked as Dissent is increased in the District in which the Contract begins.

- Not all Contracts stay in a single District, some require movement to/through other Districts.
- Not all Contracts unlock at the same Dissent level.
 - Simple Contracts will usually unlocks at lower Dissent levels.
 - Complex are Contracts deemed challenging will unlock only at higher Dissent levels.
- Some Contracts may require players to complete certain actions to unlock.
 - This may mean defeating a Magistrate, collecting a certain amount of material, or liberating another District first.
 - These will all have to be clearly communicated to the player.

When a Contract unlocks, players will be contacted by their Delta Wave handler to inform them as much. From there, the Contract's story takes president over how the Contract begins, or how the player's start the first step of the Contract.

- Players may have to go to a location and speak with someone.
- Players may get radio communication from someone outside of Delta Wave.
- Players may have to use Cyberspace to locate an object that will start the Contract, etc.

Note: Depending on scope and testing, Contract unlocks may be simplified to a single Dissent level unlock, or maybe even always be available.

Completing Contracts

Contracts work on a step-by-step basis. After unlocking and initiating a Contract, players will be shown a list of steps required to complete them. The steps must be completed one at a time until the last step is complete, then the players receive a reward.

- While Contracts have to be completed linearly, that isn't to say the player is locked into them.
 - The player can leave a District with a Contract on step 2 to complete a Contract in a different District.
 - Players can fail a Contract completely by running out of Meatsacks.
- Contracts will supply a variety of challenges the player must overcome to learn the story and gain their rewards.
 - These types of challenges can include:
 - Defending a region from enemies.
 - Defeating a specific boss-like enemy.
 - Hacking into a secure network.
 - Gaining access to a Corporate warehouse.
 - Delivering a valuable item to someone.
 - Etc.
- Below is a list of all Contracts that details the steps, challenges, story, and gameplay of each.

Contract Rewards

For their efforts players can expect a variety of rewards for completing Contracts.

- First and foremost, the player will earn a big boost to their Dissent.
 - This boost will be the same no matter the Contract completed or the District it is in.
 - Note: We don't know the exact Dissent value, that will require further testing, but something around 30/100 sounds about right.
- Player can also expect loot.
 - Loot will be random and can include consumables, weapons, cybernetics, etc.
 - Loot will change based on Contract.
 - Longer or more challenging Contracts offer more/better loot.
 - Contracts in high-tier Districts also offer more/better loot.
 - Players will generally travel to a specific location that would be unable to access before the Contract, like a sealed garage, to obtain the loot.

Note: For rewards directly rated to Dissent, not Contracts, see [Dissent](#)

Procedural Nature

Contracts in *Zero Day* are somewhat procedural or randomized. When player begin a new session, there is no guarantee which Contracts they will receive.

- This is done to ensure the **variety** goal stated above is met.
- Some randomization is also common of rogue-like and extraction-shooter games.
 - Players expecting those experience as advertised by *Zero Day* may be disappointed to see a lack of randomization.
 - We are seeking to create a similar experience to those style games, so it's important we stick to expectations and standards.

Each District is set up to house several different Contracts. When the session begins, the game randomly chooses a Contracts from those available on the list.

- While the contracts themselves may be randomized, their steps are not. If the player get "Stop Rankfile Production" in the Manufacturing District, the Contract's substeps and the locations will always be the same.
 - Making these steps too random presents a significant lift for all departments without significant results.
 - Randomizing the substeps shouldn't be required if we have good Contract variety to begin with and each Contract is engaging.
 - Substeps with locations the player must find ARE randomized to encourage use of Cyberspace information gathering.

Note: Having more than 2-3 Contracts per District stresses our scope. Ideally this number would be much larger, around 7-10, but this may have to be moved to a post-launch update.

Contracts List

Campaign Exclusive Contracts

Some Contracts are unique to our Campaign. Since the Campaign tells a linear, unique story, it is necessary for some Contracts to only be available in that Game Mode.

- We want the Campaign to feel like a unique experience with an interesting plot, so these Contracts may be more complex or feature specific characters.

District Agnostic

Some Contracts will function the same regardless of District due to being simpler or because they feature something common in the world of *Zero Day* such as a Magistrate or hacking consoles.

Contract Title	Context	Steps in Brief
Eliminate Informant	Delta Wave has gotten news that someone in the District plans to spill rebellion secrets to Quetzku.	1) Find Target: Use cyberspace and follow the flow of data packets to the target. 2) Eliminate Target: Defeat target. Expect an incursion.
Power up Cyberspace Network	This District's Cyberspace network is	1) Locate Cyberspace Control Panel:

	offline, significantly limiting Cyberspace capabilities.	Follow the broadcasting tower in the District. 2) Gain Server Access: Defeat and loot Cyberdeck from system Admin. 3) Activate Server: Hack server and find the network portal in Cyberspace.
Steal Server Data	Delta Wave Deckers have discovered a Cyberspace vulnerability in this District. Get that data.	1) Find the Data Leak: Use Cyberspace to track down the console with the vulnerability. 2) Gather the Data: Use Cyberspace hacks to steal the information. Defend hacker against an incursion. 3) Upload Data: Return to your Container and use the terminal to send the data to Delta Wave.
Break Corporate Oversight	This District recently installed several new state-of-the-art security cameras. Destroy them.	1) Destroy Cameras: Locate 5 cameras in the District and destroy them OR Hijack them. 2) Find Security Console: Use Cyberspace to identify console controlling the cameras. 3) Delete Gathered Data: Hack the console to destroy the data. Defend hacker against an incursion.
Promote Delta Wave	Delta Wave has minimal influence of this District and are struggling to get their message out. Help them broadcast this message.	1) Vandalize Quetzku Property: Find and paint 5 different Quetzku-branded assets. 2) Place Posters: Place 5 Delta Wave posters in high-visibility areas.

District Specific

A majority of our Contracts lie here. These Contracts feature events that aren't required to tell the story of the Campaign, but are more involved than a District Agnostic Contract. These Contracts usually involve liberating the specific resource available in a District such as activating the water purification system in the Waste Processing District.

Contract Title	Containing District	Context	Steps in Brief
Flush Contaminant Pool	Chemical District	To save costs, Quetzku has neglected flushing chemical runoff, the poisonous fumes are making the citizens violently ill.	1) Enter the Control Center: Open series of security gates using Cyberspace. Defend against an incursion. 2) Flush Chemical Runoff: Turn 3 valves open to release the chemical tanks. (Randomized)
Dispose of Sensitive Delta Wave Data	Chemical District	A Quetzku informant was found in the ranks of Delta Wave downloading sensitive data to their Cyberdeck.	1) Locate the Spy: Use Cyberspace to find the enemy patrolling nearby. 2) Obtain Cyberdeck: Defeat the fleeing enemy. Defend against an incursion. Loot Cyberdeck. 3) Dispose of Evidence: Return to the Chemical District and throw the Cyberdeck into the chemical tanks.
Remove Chemical Barrels	Chemical District	Lack of regulations has allowed Quetzku to leave dangerous chemicals in the open	1) Activate Cleanup Drone: Use Cyberspace hack to activate drone. 2) Escort Drone: Locate 5 chemical spills and use Cyberspace to guide drone to their location. (Randomized) Defend against an incursion. 3) Replace Drone: If drone is destroyed, repeat step 1 then continue step 2.
Deactivate Corporate Waste Disposal	Waste Processing District	Send a message to the elites by shutting the plumbing off in	1) Gain Admin Access: Find Quetzku admin, defeat them,

		their home Districts.	and loot their Cyberdeck. 2) Enter Control Room: Open series of security gates using Cyberspace. Defend against an incursion. 3) Close Release Valves: Find the valves leading to high-tier Districts and interact with them. (Randomized)
Find Flushed Stimulants	Waste Processing District	A Delta Wave higher-up had to flush stimulants they stole from a Quetzku warehouse to hide the evidence. Please recover these valuable Consumables.	1) Locate Pipe to Follow: Using Cyberspace, hack a terminal to find correct pipe ID. (Randomized) 2) Collect Stimulants: Jump into the waste pool and grab the package. 3) Drop off: Return Stimulants to higher-up home. Players get a cut of the goods.
Fix Leaking Sewage	Waste Processing District	Citizens nearby have complained about a leaking pipe releasing sewage near their housing. Replace the faulty part.	1) Print new Pipe Fitting: Head to the Container Gear Printer and print a pipe fitting. 2) Locate the Leak: Use Cyberspace to locate the reported location. (Randomized) 3) Fix Leak: Interact with leaking pipe with the fitting the inventory to repair it.
Sabotage Rail to Archives	Repository District	Reports have come in that Repository managers plan to send thousands of braincases to the Archives soon. Make sure that isn't possible.	1) Print Explosive: Head to the Container Gear Printer and print an explosive Consumable. 2) Access Rail System: Use cyberspace to deactivate rail security and gates. 3) Destroy the Rail: plant the bomb on the transportation rail and detonate it. Defend against an Incursion.
Recruit New Delta Wave	Repository District	Some citizens in trapped in the Repository have expressed a desire to help Delta Wave. Gather them and send them our way.	1) Locate Citizens: Enter Cyberspace and follow the distress signal from specific 5 Braincases (Randomized) 2) Collect Braincases: Pick up the Braincases. 3) Deliver Braincases: Take all 5 Braincases to the export line and use Cyberspace to hack the console and send them along.
Remove Cyberspace Security Protocol	Repository District	Repository citizens don't have access to the larger Cyberspace Network, making them difficult to contact. Remove that security protocol.	1) Access Repository Security: Use Cyberspace to hack security console. Defend against an incursion. 2) Locate Server in Cyberspace: Use Cyberspace to locate security protocol mainframe (Randomized). 3) Change Protocols: Use Cyberspace to hack protocol mainframe.
Shut Down Rankfile Assembly	Manufacturing District	Reports show a new assembly line has opened for creating Rankfile. Find this new line and shut it down.	1) Get Admin Commands: Locate, defeat, and loot Cyberdeck from a patrolling overseer. 2) Shut Down Line: Use Cyberspace to hack into

			factory console and stop the manufacturing process. 3) Dump units: Change factory line direction from shipping to disposal to destroy remaining units.
Steal Schematics	Manufacturing District	The manufacturing servers contain data for new weapon and cybernetic prints. Steal that information for Delta Wave.	1) Find Storing Console: Use Cyberspace to find the console with weapon data (Randomized). 2) Hack Storing Console: Use Cyberspace to hack storing console and locate schematic data in Cyberspace. Defend against an incursion. 3) Deliver Information: Use the terminal in the Container to send information back.
Corrupt Weapon Prints	Manufacturing District	Delta Wave has schematic for standard-issue security firearms that has been altered to increase likelihood of a dangerous backfire. Ensure these weapons are manufactured instead.	1) Find Storing Console: Use cyberspace to find the console with weapon data (Randomized). 2) Hack Storing Console 3) Exchange Schematics: Locate the weapon schematics in Cyberspace and swap the designs. Defend against an incursion.
Route Supplies to Delta Wave	Shipping District	A truck carrying arms and rations are leaving shipping district soon, driven by an AI. Rewrite the AI's route so it delivers those goods to Delta Wave instead.	1) Locate Delivery: Use Cyberspace to find the moving payload. 2) Stop Payload: Use Cyberspace to raise road barriers and stop transport. 3) Hack AI Driver: Use cyberspace to hack the driver and change the route. Defend against and incursion. 4) Lower Barriers: Use Cyberspace to free the transport.
Repair Supply Line to BlocHousing	Shipping District	A monorail that delivers goods to BlocHousing for various infrastructure repairs has broken down. Repair the line so the people can get access to those goods.	1) Print Replacement Part: Use Container Gear Printer to Print a new segment of track. 2) Replace Section: Location broken segment (Randomized) and replace it with printed piece. 3) Ensure Shipments Resume: Use Cyberspace to hack nearby console to resume shipments.
Track Weapon Shipments	Shipping District	Numerous crates of weapons are going out across the Arcology. Place tracking devises on these crates so Delta Wave can better prepare for incursions.	1) Print Trackers: Use Container Gear Printer to Print 5 transmitters/trackers. 2) Find Containers: Use Cyberspace to locate suspect weapon shipments (Randomized). 3) Install Trackers: interact with crates to place trackers.
Purify Water Supply	BlocHousing District	Quetzku recently shut off the water purification systems in BlocHousing, forcing residents to drink unsafe water. Reactivate that system.	1) Locate Water Main: Travel underground to find the water control room. 2) Activate Purifier: Use Cyberspace to hack into console. Defend against an incursion. 3)

			Activate All Purifier Stages: Use Cyberspace to locate and activate 5 different purifier machines along the water main.
Distract Quetzku Security	BlocHousing District	Delta Wave operatives are evacuating numerous citizens. Create a distraction so Quetzku security doesn't interfere.	1) Print Explosive: Head to the Container Gear Printer and print an explosive Consumable. 2) Plant Explosive: Travel to the Quetzku security booth and interact to place explosive. Wait for Detonation. 3) Hold Distraction: Defend against a continuous incursion for 3 min.
Escort Defector to Safety	BlocHousing District	A Quetzku Security officer has made it clear they want to switch sides, but we know their higher-ups have caught wind of this and don't plan to let it happen. Defend their escape.	1) Locate Defector: Use Cyberspace to follow distress signal to the defector location (Randomized). 2) Escort Defector: Lead the defector's Meatsack to safety. Defend against several incursions.
Trap Quetzku Security Officer	Habitat District	We have identified a Quetzku officer known for executing Delta Wave members. Trap him inside his apartment and save a few lives.	1) Locate Officer: Use Cyberspace to track officer's data signature to specific condo (Randomized). 2) Damage Door: Use weapons in Meatspace to jam condo door. 3) Trap in Cyberspace: Use Cyberspace to hack condo security protocol to prevent officer from leaving in Cyberspace.
Lift Security Lockdown on Apartments	Habitat District	A nearby apartment has been stuck in a security lockdown for days, citizens inside don't have access to basic human needs. Lift the lockdown.	1) Print Explosive: Head to the Container Gear Printer and print an explosive Consumable. 2) Enter Condo: Use explosive to open condo entryway. 3) Lift Cyberspace Lockdown: Use Cyberspace to locate and hack security console and free citizens (Randomized).
Tank Item Prices	Shopping District	Most of the goods in this shopping district ask for absurd prices. Luckily, these prices are pulled from the Quetzku servers. Hack into the servers and drop the prices.	1) Initiate Price Change Protocol: Use Cyberspace to hack shopping mainframe, setting it to adjustment mode. 2) Adjust Storefront Prices: Use Cyberspace to locate and hack 5 ideal storefronts (Randomized). Defend against an incursion. 3) Lock Prices: Use Meatspace weapons to destroy control terminal and servers.
Rewrite Access Protocols	Shopping District	Some of the stores offering higher-quality items only allow high-class citizens to enter. Rewrite those protocols so the people can see the breadth of products available to them.	1) Initiate Price Change Protocol: Use Cyberspace to hack shopping mainframe, setting it to security mode. 2) Adjust Storefront Access: Use Cyberspace to locate and hack 5 ideal storefronts (Randomized). Defend against an incursion. 3) Lock Access:

			Use Meatspace weapons to destroy control terminal and servers.
Spread Delta Wave Propaganda	Entertainment District	The various movies and other visual media in this district is sent directly from Quetzku mainframe. Intercept those signals and replace them with our own to send a message.	1) Hack Network Hub: Travel toward tower. Use Cyberspace to hack terminal in the tower. 2) Replace Data Packets: Use Cyberspace to locate largest stream and hack it (Randomized.) 3) Defend Stream: Defend against a continuous incursion for 3 min while propaganda runs.
Shut Down Entertainment	Entertainment District	Quetzku higher ups seem to think their life is hard and need entertainment to manage their stress. Shut down the District to see how stressed they get.	1) Gain Access to Power Grid: Use Cyberspace to hack through multiple security gates. 2) Enter Terminal: Use Cyberspace to hack into the primary terminal and expose transformers. Defend against an incursion. 3) Deactivate Transformers: Use Cyberspace to locate and hack all 5 transformers (Randomized).
Fertilize Crops	Agriponics District	For years low crop yields had lead to high prices and starvation. Little did we know, Quetzku was storing fertilizer to use in their parks, not for food. unleash the fertilizer onto the crop.	1) Locate and Gather Fertilizer: Find 5 containers of fertilizer and recycle them (Randomized). 2) Deposit Fertilizer: Locate the distribution machine and interact with it to fill it with the fertilizer. 3) Activate Distributor: Use cyberspace to hack the machine and activate it to distribute the fertilizer.
Steal Crop for Delta Wave Supporters	Agriponics District	We need to show the people Delta Wave will treat them better than Quetzku. Gather some crops from the area and send them our way so we can feed supporters.	1) Activate Harvester: Locate and activate drone harvester. 2) Guide Harvester: Use Cyberspace to guide the drone to 5 high-yield crop (Randomized). Defend against and incursion. 3) Deposit Harvest: Use Cyberspace to guide harvester drone to Delta Wave transporter.
Route Monorail to Transport Rebels	Transportation District	A new wave of Delta Wave operatives are attempting to enter the city, but the monorail they are on is routed to a less-than-convenient location. Route the train to where we need manpower.	1) Gain Admin Access: Locate, defeat, and loot bypass codes from the Conductor. 2) Access Monorail Controls: Use Cyberspace to hack into the command console and located the correct rail (Randomized). 3) Open Rail Station: Use the appropriate set of levers to open station gate and connect rail.
Obtain Security Movement Intel	Transportation District	While you're in that District, Delta Wave has use for more accurate security movement information. Gather information on transportation routes so we can better predict incursions.	1) Gain Admin Access: Locate, defeat, and loot bypass codes from the Conductor. 2) Access Transportation Server: Use Cyberspace to hack into primary terminal. Defend against incursion. 3) Gather

			Information: Use Cyberspace to locate and intercept all relevant data packets (Randomized).
Repair Meat Filter	Protein Labs District	Reports have come in that the protein people are eating has unidentified specs of contaminant. If Quetzku won't change the filter, we will. Replace the filter on the Protein printer.	1) Print New Filters: Use the Container Gear Printer to Print 3 protein filters. 2) Pause Grinder Blades: Use Cyberspace to hack into protein printer control and stop the blades. Blades will pause for 30 seconds. 3) Place Filters: Travel inside protein pipes, past the grinder blades, and place the filters.
Dispose of Bad Protein	Protein Labs District	Quetzku used to remove protein from the system when it went bad, looks like that has changed and they are dumping bad protein back into the system. Clear out this material.	1) Identify Bad Protein Pumps: Use Cyberspace to locate the 3 pumps that have been reversed and pause their output (Randomized). 2) Reverse Flow: Use levers to revert flow direction. Defend against an incursion. 3) Activate Pumps: Use Cyberspace to return power to all pumps.
Escort Research Defector to Safety	Datacenter District	A researcher with highly valuable information plans to join Delta Wave. Security protocol means she will be shot down when if she tries to flee. Escort the researcher to safety.	1) Locate Defector: Use Cyberspace to follow the researcher's distress signal. 2) Escort Researcher: Protect the researcher as she makes way for the Container Ghostcaster. Defend against multiple incursions.
Corrupt Research Data	Datacenter District	There is an opportunity to send Quetzku execs bad data. Hack into the research centers' server and ensure the data is fraudulent.	1) Bypass Security: Use Cyberspace to hack security terminal and deactivate lethal defenses. 2) Send Corrupt Data: Use Cyberspace to locate and replace 5 data packets with corrupt data (Randomized). 3) Stop Authentic Data: Kill power in the research center by using Meatspace weapons on the powerline.
Sabotage Security Firearms	Armory District	We have located a container packed with high-end military-spec arms for security forces. Destroy it before Quetzku gets their hands on it.	1) Print Explosive: Head to the Container Gear Printer and print an explosive Consumable. 2) Access Cache: Use Cyberspace to locate and hack into Cache container (Randomized). Defend against an incursion. 3) Destroy Cache: interact with fuel cell to plant explosive and wait for detonation.
Hijack Prototype Warshell	Armory District	A brand-new Warshell has been spotted near the armory. Something like that would be a huge asset for Delta Wave. Steal the Warshell.	1) Print Warshell Powercell: Head to the Container Gear Printer and print a powercell. 2) Find Warshell: Use Cyberspace to locate cache containing the Warshell (Randomized). 3) Steal

			Warshell: Insert powercell and use Cyberspace to activate Warshell Authenticators. Enter Warshell through Cyberspace.
Remove Kevlar from Corps Armor	Textiles District	Quetzku Magistrates have Kevlar-lined suits, produced in this district. Change the printer to use standard nylon on this line so the Magistrates are easier to kill in the future.	1) Halt Printing Process: Use Cyberspace to hack into printing terminal and shut down lines. Defend against an incursion. 2) Swap Material Tub: Use the crane in Meatspace to switch the Kevlar and Cotton tubs. 3) Resume Printing: Use Cyberspace to hack into printing terminal and start lines. Defend against an incursion.
Stain Fabric with Delta Wave Colors	Textiles District	Elites are obsessed with their fashion and clothing. Spill Delta Wave colors on their fabrics to send a message.	1) Print Paints: Head to the Container Gear Printer and print 3 paint buckets. 2) Add Paint to Clothing: Use Cyberspace to hack terminal to open dye drums.
Set Fire to Garden	Garden District	Quetzku board members and their investors often walk this garden to relax. Destroy it to send a message.	1) Print Phosphorus Bars: Head to the Container Gear Printer and print 3 phosphorus bars. 2) Place Bars: Find ideal locations to place each bar and detonate. 3) Stop Response: Use Cyberspace to deactivate automatic sprinklers as they activate for 3 min. Defend against an incursion.
Place Hidden Surveillance	Garden District	We know Elites often discuss future security measures and other business plans when in their gardens. Wire some choice locations so we can steal the info right from their lips.	1) Print Surveillance: Head to the Container Gear Printer and print 5 cameras. 2) Optimize Placement: Use Cyberspace to identify 5 high-traffic areas (Randomized). 3) Place Surveillance: Interact with each location to place camera. 4) Activate Surveillance: Use Cyberspace hack to connect camera's to Delta Wave signals.
Ghostcast Delta Wave Prisoners Out	Archive District	We recently received an influx of Meatsacks here at Delta Wave HQ. These will go a long way to get people out of the Archives and into a fighting body. Escort the prisoners past security to a Ghostcaster.	1) Access Prison Controls: Use Cyberspace to hack security terminal and deactivate lethal defenses. 2) Release Braincases: Use levers to unlock Braincases, interact with them to add to inventory. 3) Deliver Braincases: Take Braincases to the Container Ghostcaster. Defend against an incursion.
Disrupt ArcoAI Processing	Archive District	ArcoAI is giving us some trouble and we need a blind spot to complete a few high-priority objectives. Find the Archive connection and shut it down to give us that opening.	1) Locate Data Stream: Use Cyberspace to locate the mainframe cable connecting archives to ArcoAI (Randomized). 2) Disable Power: Use Cyberspace hack on the terminal to stop power for 15 seconds. 3) Disconnect Cables: Use lever to

			disconnect data cables from the hub. Defend against an incursion.
Corrupt Scoring Data	Sporting District	Quetzku Managers take their scores in the games they play very seriously. Altering their scores is sure to cause chaos and infighting.	1) Locate Scoreboard Servers: Use Cyberspace to locate 3 terminals (Randomized). 2) Change Scores: Find server caches in Cyberspace and hack them to rig numbers. Defend against and incursion. 3) Wait: Leave the District so things return to the status quo and elites return to the open.
Rig Sport Equipment	Sporting District	We've noticed Quetzku Managers aren't very careful around their own equipment. Rig it to explode.	1) Print Explosive: Head to the Container Gear Printer and print an 5 explosive Consumables. 2) Plant Explosives: Use Cyberspace to locate 5 ideal targets (Randomized). Plant explosives at those locations. 3) Wait: Leave the District so things return to the status quo and elites return to the open.

Note: Some of these contracts result in things that have lasting effects. While it would be a large technical challenge, allowing these to modify future gameplay would be immersive and exciting. For Example: Removing Kevlar for Magistrates lowers their health by 50% for the rest of the session. Another Example: Stopping Rankfile manufacturing reduces the number of Rankfile in an incursion by 25%.

Note: Many of the steps for the Contracts are placeholder for more unique steps so Contracts are subject to change.

Multiplayer Exclusive Contracts

Some Contracts will only work in multiplayer, but more often than not, Contracts above will be simplified for multiplayer modes to make them faster, so they better represent the style of gameplay we'd like to see in our multiplayer modes.

These contracts don't provide Dissent rewards like other contracts, but they do have effects that give the players some form of advantage over their opponents.

Contract Title	Steps in Brief	Effect - Not Reward
Sabotage Enemy Body Lockers	1) Locate Enemy Body Locker/Container. 2) Hack Enemy Body Locker	Enemy players can't spawn at that Body Locker for 1-5 minutes (changes depending on game mode) or until the hack is reversed.
Secure Against Cyber Attacks	1) Use Cyberspace to locate Cyberspace server access point. 2) Hack to change Cyberspace access	Enemy players have weaker Cybernetic effects for 1-5 minutes (changes depending on game mode) or until the hack is reversed.
Request Quetzku Aid	1) Use Cyberspace to locate Quetzku security terminal. 2) Hack terminal to gain Quetzku Rankfile control. 3) Paint target location for security to patrol.	Multiple friendly Rankfiles spawn and patrol the selected location.
Activate Turrets	1) Locate turret in the level. 2) Use Cyberspace hack to gain control of turret. 3) Use Cyberspace to locate activation terminal and hack it.	Turret around the level now fire on enemies until destroyed.

District Map

This page describes the visuals, functions, and information of the District Map.

What is the District Map?

The District Map is a UI element that populates the players entire screen with information about the Districts. It shows a Birdseye view of the Districts and gives the player important information such as Container location, current Dissent, District Tier, Enemies, Materials available, and Name.

Container Location: Indicators for where the Container can be moved and a special indicator for where the Container currently is.

Current Dissent: What the current level of Dissent is in each District.

District Tier: The rough difficulty of each District.

Enemies: A list of the types of enemies that are in each District.

Materials available: A list of the types of Material players can expect when recycling in each District.

Name: The in-universe name for each District.

The District map is one of the few instances of non-diegetic UI in *Zero Day*.

Why Have a District Map?

This information helps players have more information about the world, allowing them to for strategies and plan out their route through the Arcology. The information is all-encompassing, though, so players still must keep their wits about them and adjust their approach to each situation on the fly, keeping the game tense and exciting.

Without a map player would often find themselves lost or unable to remember directions to navigate the Districts. Districts are quite large, and while level design should prevent players from getting lost, it is always possible. Allowing the players to check their location within a District and the directions to others will help alleviate this potential frustration while keeping the surprise of gameplay high. The map allows players to focus on the dynamic game mechanics and moment-to-moment gameplay without needing to be overly conscious of exact location.

Map Features and Functionality

The map displays when the player presses 'M' and is closed using the 'M' again. While the map is open, the player is free to move their cursor around the screen. Players can zoom out with the scroll wheel and can pan by clicking with "RMB." The player can use the arrow keys to select the district in the selected direction to view its information. The player can hold "Space" to see a legend, which describes each icon on the map.

- All controls will also have on-screen icons the player can select using the mouse.
- Console controls have yet to be discussed or implemented.

The District the player is currently in is centered on the screen, this screen does not move to center the player. Information, such as what is listed above, is displayed around the edges of the screen; the name and tier appear on top and the current Dissent appears at the bottom. Enemies and Materials are listed on the left side of the screen. The map is populated with icons that indicate specific locations. Once a contract has begun, the tasks to complete the contract appear on the right side of the map interface.

- Districts are also color-coded by their District Tier for quick information gathering.

Multiplayer Modes

Pre-Session

Before the game begins, players will form teams, set game settings, and prep their equipment for play.

Forming a Team

Players of *Zero Day* choose between joining an existing or creating a new team. When creating a team, players can set the team to be private (solo play,) setting a password, or leaving it public without a password. When joining a team, players can join up to 3 other players. Once happy with their team, players start a gameplay session. Players can join teams with sessions in-progress at any time, as long as the team is not full, has not closed or been shut down. When all players in a team have left the session, the session closes.

When solo, also players have the option to invade already-existing sessions. This is part of a secondary game mode "Corporate Merc," which has a different game loop based on PvP combat.> h3. Preparation/Safehouse

While forming a team, before the players start the session, they have time to make preparations. Players use the materials they recovered in-session to craft, upgrade, and repair equipment. This includes but isn't limited to their weapons, ammunition, attachments, Meatsacks, Augments, Cybernetics, and consumables. These are all stored in the players' stockpile.

Each team is granted one Container, a semi-mobile safehouse which contains a limited amount of equipment and a Meatlocker, which allows players to respawn. Players work together to choose what they want in the Container, effectively deciding the breadth of their next sessions' loadout possibilities. Players can also set session rules such as difficulty, number of Districts, and whether or not to allow invasions; these settings change session time and loot tables primarily.

Meatsacks house Augments and Cybernetics; each Meatsack would be unique and function in-game as a custom-built, soft class as created by the player. Players will be encouraged to create a good variety in their Meatsack and weapon selection to avoid having an unbalanced team.

Modes

Strike Team (Extraction)

Players choose a set number of Districts and are given a limited number of Meatsacks. Their goal is to raise Dissent to 100% in each District then extract with the rewards before they run out of Meatsacks, and are forced to retreat.

Territory Dispute (Capture Point)

2 to 4 teams are placed on a 2x2 or 3x3 grid of Districts. Each team races to raise Dissent, upgrade their equipment, and snuff out the other teams. The last team standing wins.

District Hostiles (Team Death Match)

Classic TDM, Corps vs. Punk. One District, Two Teams, Twenty players. Teams have limited Meatsacks. Players fight until the entire opposing team is dead without Meatsacks to respawn. Players can still use recyclables and Appliances to get an edge in combat.